PRIMA OFFICIAL GAME GUIDE

PS2 Wii



THE ETERNAL NIGHT



BASED ON A GAME PORTION IN-RATED BY THE





Written by

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HOW TO USE THIS GUIDE

Gameplay



If you want to learn the basics about getting around the world as Spyro, read the "Gameplay" chapter. We cover the controls, basic exploration moves, and the environmental features you'll encounter during the game.

PRIMA official game guide

Combat



Spyro has a complete host of elemental powers at his command.
Turn to this chapter to discover all the details about harnessing
Fire, Ice, Earth, and Electricity.

Characters

The main characters in the story are as diverse as they are interesting. Gaul the Ape King spearheads the oncoming dark era while the wizened Chronicler auides our hero toward success. The "Characters" chapter introduces the main players on this stage.





The Chiefe

Cameday

Story Walkthrough



This is the meat and potatoes of the entire guide. The story walk-through crosses many environments and locations that Spyro and Sparx must complete in their quest to stop Gaul. Use the convenient page tabs to find your location at any time.

Appendix

Want a checklist of all the collectibles in the game? This is where you'll find it! We've got a convenient list of every enchanted scriber's quill, health relic, and magic relic in the game.





GAMEPLAY Basic Moves

Walking and Ranning



Basic movement involves a lot of walking and running; however, there are times when one is more important than the other. For

example, if Spyro is high on a cliff ledge, you must use gentle controller movements to walk him around slowly so he doesn't fall off. If he's out in the open chasing down enemies, by all means, run, Spyro, run!







Jamping and Gliding



Spyro has a few different jumping moves you must become very proficient with: single-jump, double-jump, glide, and hover. A single-jump pops Spyro slightly into the air, and he comes back down quickly. A double-jump gains you extra height from a jump and covers greater distances (for example, you'll double-jump between distant platforms).

Gliding is independent of jump type—Spyro can glide from either a single- or double-jump. Gliding can be directional (holding the analog stick in any direction while gliding) to cover vast distances, or Spyro can hover in place and slowly drift down to the ground and prevent taking fall damage.

Tip

To get as high as possible during a double-jump, wait until Spyro hits the highest point of his first jump before pressing the Jump button again. Some required jumps might seem impossible until you master this double-jump timing.



Climbing



There are times when Spyro can't quite reach a ledge or platform by jumping, but if he can get his front claws into the ledge's side, he might be able to pull himself up or hang on long enough to perform a jump up and land on the ledge.

Many surfaces can't be landed upon, but usually any flat top surface that's part of the immediate environment and especially part of the puzzle can be climbed onto.

Environmental Features

There are many elements to interact with throughout all the various environments that Spyro and Sparx adventure through. Some of these elements are just for show; however, there are significant items that you should always watch for, as they usually let you get farther into the game.

In the following sections, we describe the environmental elements to watch for and how they work.





Canned Canned

Altars

Altars usually appear in caves and are tied to the activation of sealed door-ways. Empty altars must be equipped with the crystal-ball

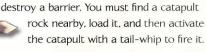
bodies collected from orb-spiders, then Spyro must use his elemental dragon breath abilities to charge the crystal ball.

Candles

There are a few locations where candles act as triggers, much like torches do. Light candles with Spyro's fire breath to activate the features they control.

Catapulis

Very rarely, Spyro will encounter a catapult that is needed to



Campons

Cannons are almost always part of a nearby puzzle and either blow apart barriers that hide collectibles or gems, or open sealed passages that allow access farther into the current area. First you must find a cannonball, roll it into the cannon's front, then light the fuse with fire breath.



When piles of flaming debris block Spyro's progress through an area, use his ice breath to extinguish the flames, then shatter the debris like regular destructible objects.

Levers

In a few locations, mostly on the Pirate Fleet, Spyro encounters levers that activate nearby gates or puzzles. Activate a lever by tail-whipping it; you'll see the

lever switch positions, indicating that it worked.



Camebay Camebay

Pressure Switches

Spyro just needs to stand on a pressure switch to activate whatever the switch controls: a nearby gate, a locked door, or some part of a puzzle. Keep a keen eye on your surroundings and note what happens when stepping on a switch.

Tip

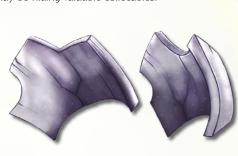
Some switches just need to be stepped on once; others need to be held down (time-based activation). In the latter cases, you must often use Dragon Time to reach your destination before the switch deactivates.

Rock Platforms

Commonly found during Spyro's dreams and in a few cave locations, rock platforms spin or move in various patterns that you must navigate in order to travel across the voids they levitate above. Effective use of Dragon Time is almost always necessary to cross multiple platforms.

Rock Slabs

In deep caves, you sometimes encounter rock slabs that Spyro can break with various attack types. Break all that you find; they may be hiding valuable collectibles!



Statues

Moveable statues take various shapes: Sometimes these statues even look like warriors frozen in stone and hold shields that you can use as jumping ledges. Look for glowing circular pads in the floors of some caves; when you find one. a movable statue is usually nearby. These setups act as a key and lock. and you must combine the two to activate the puzzle. Using Spyro's snout, push the statues in the required direction and onto the glowing pad to activate the feature that statue is associated with.



Camena, Camena,

Thil-Strike Switches

These switch types are very rare; due to their heavy construction, you must use a powerful downward tail-strike to activate them. Much like pressure switches, they usually control a nearby sealed doorway.



Teleportation Pad

Teleportation pads exist in obscure places; they're not commonly out in the open world. When Spyro has explored deep into several caverns, he must activate the teleportation pad to progress and leave the area.



Tilt beams act just like playground seesaws.

When Spyro stands on one end, the opposite end rises. Use tilt beams to access higher areas, but you might need Dragon Time to reach the opposite end fast enough!





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Torches

These are usually found unlit. Lighting them with fire breath commonly activates part of a nearby puzzle or opens a locked door.



Break open treasure chests to see

if they contain anything valuable: tail-strikes work well to do this. Sometimes chests are empty, and other times you may find hidden relics or quills!

Collectibles

There are three types of collectibles found throughout the Spyro adventure: gems, enchanted scriber's quills, and relics. All are covered here.

Gems

Four types of gems exist throughout the world for Spyro to collect. They can either restore his attributes or increase his powers. Smash the gems with any attack type and



collect their shards. Most gems are limited in number, but other rare gems can be used over and over again (usually found during boss fights). The types of gems are as follows:

- Red gems restore Spyro's Health bar.
- Green gems restore Spyro's Magic bar.
- Blue gems increase spirit and allow Spyro to upgrade his attacks.
- Purple gems increase Spyro's Fury bar.

Tip

Collect all the gem shards defeated enemies give off; they're always an assortment of all four gem types!

Enchanted Samber's Emills

Enchanted quills grant access to hordes of collector art, accessible from the Main menu.

Quills are usually located out in the open, but some are deviously hidden in hard-to-reach areas. Throughout the walkthrough, we locate each individual quill in both the text and on the maps.



Relics

Relics are the only way to improve the capacity of Spyro's health and magic gauges. Relics are usually difficult to reach but are highly visible; you'll see them floating above an area and must solve some sort of puzzle to collect them. Red health relics and green magic relics are a must for all serious players. You'll need the extra power they provide to beat the higher-level bosses.

We point them all out on both the maps and in the story walkthrough, and we'll let you know if there's anything out of the ordinary involved in trying to collect them.

Note

The appendix provides a checklist of all the relic and quill collectibles in the game.





COMBAT

Dragon Time

Spyro has the ability to control time for brief periods with Dragon Time. This ability's slow-motion characteristic is often the only way to solve certain area puzzles. For instance, when Spyro must navigate



the rapidly moving rock platforms in his dreams, Dragon Time slows them down enough to jump across them much more easily.

In addition, when Dragon Time is activated during a fight, Spyro can literally run circles around his enemies. This is especially useful when avoiding ranged attacks, combating numerous enemies at once, or when battling bosses and needing to complete certain objectives such as the battle with Arborick in the Ancient Grove.

Basic Techniques

Charge

When Spyro charges quickly ahead, he does more damage to anything he runs into, but he has very



limited turning ability—it's much like sprinting a 100-yard dash and trying to turn a 90-degree corner in the middle of the race.

Tip

Use charge to attack enemies from a distance or to get away from crowds or bosses.

Headbatt

The headbutt is probably the most used attack, next to basic tail-whips, and is used specifically for knocking enemies into the air and starting juggling combos. Press and hold the Attack



button to perform this technique.

Note

Some larger enemies or mounted opponents, like skorpions, can't be knocked into the air, but they may be stunned enough to rear back, making them temporarily vulnerable. You may even knock them onto their backs like a defenseless turtle! Some enemies can only be beaten this way.





Tip

When Spyro performs a headbutt attack that knocks an enemy into the air and follows with a megacombo, he's rewarded with more gems after defeating that enemy.

Tail-Strike

The tail-strike is a powerful but technical attack that has more margin for error than other basic moves. While double-jumping, hold the Attack button to send Spyro spinning straight down toward



the ground and finishing up with a powerful downward tail-strike.

There are some enemies that you can defeat only with a tail-strike while they're stunned.

Note

While a powerful move, tail-strike may serve a more important purpose in activating certain heavy tail-strike pressure switches and the elusive crab switches. Tail-whip is the most basic of attacks and is the most reliable. Spyro swings his small body around quickly, striking out at targets with his tail, much like the cracking of a bullwhip. Most smaller



enemies are very susceptible to this attack and its combinations.

Homp-Dive Attack

Horn-dive is an airborne attack; it is much like a charge attack done in the air. It quickly covers ground and damages targets Spyro hits head-on. Performing a charge attack while in the air executes



a horn-dive. The big difference between charging and horn-diving is that Spyro can horn-dive targets one after another when he's surrounded by potential foes: just keep tapping the Charge button to hit enemies sequentially.

Note

To land a horn-dive attack and move straight into a charge, hold down the Charge button after executing a horn-dive in the air.





Tip

Use knockback or pop-up attacks to send enemies off nearby cliffs. Keep a keen eye on your surroundings to find opportunities to try this.

Attack Combos

You will get only so far through Spyro's adventure using basic attacks. Soon you'll want to spice it up by linking moves together. Here we cover the various types of combos Spyro can use against his enemies.

Normal Attack Combo

You can always count on these basic combos that string together tail-whips and inflict impressive damage. Four rapid taps on the Attack button perform this valuable combo.



Tip

Use this combo in the air to juggle enemies.

Airbompe Attack Combo

Larger enemies provide Spyro with more striking areas and open up more attack opportunities. Jump into the air next to a large enemy and execute an airborne attack combo to hit your foe



in multiple locations. Dragon Time is very useful when performing these combos to make sure all attacks that make up the combo hit their mark.

Tip

When Spyro is surrounded by smaller enemies, use this attack to get him out of their attack range while he focuses on one bad guy at a time.

Mega Attack Combo

This incredible nine-hit combo is a bit trickier and needs excellent timing to execute properly. Attack an enemy with a normal combo on the ground, and when the last move pops the foe into the air.



Immediately jump up after them (Dragon Time helps) and perform a five-hit airborne combo right away.





Tip

All air combos give extra gems and allow Spyro to avoid attacks from surrounding enemies.

Elemental and Breath Abilities

Spyro gains quite a collection of elemental attacks by harnessing the powers of fire, ice, earth, and electricity. These elemental attacks drain power from the Breath gauge, but you can



recharge it by collecting the green gems scattered throughout the lands.

Each elemental attack starts at a basic level and has both a primary and secondary attack type; only the primary type is upgraded to more powerful forms (see the chart in the upgrading section for more information). Here's a quick breakdown of what each power is used for:



Element Attack Name Use				
PRIMARY ATTACKS				
Fire	Fire Blast	Versatile weapon that burns enemies, fires cannons, ignites torches, and charges crystal balls		
Ice	Polar Bomb	Freezes foes in their tracks, extinguishes fires, creates floating ice blocks across water, and charges crystal balls		
Earth	Earth Flail	Pounds enemies into the ground, sweeps hordes of foes (and their bombs) away while you're at a distance, and charges crystal balls		
Electricity	Electric Orb	Shocks enemies from a distance, pops them into the air, increases rate of movement to avoid obstacles like searchlights or lasers, and charges crystal balls		
SECONDA	RY ATTACKS			
Fire	Comet Dash	Combustible charging attack does physical damage plus fire damage		
Ice	Ice Tail	Elementally charged icy tail-whip attack does physical damage plus cold damage		
Earth	Earth Pound	Earth-energy-powered downward tail-strike does physical damage plus bonus earth damage		
Electricity	Electric	Speedy movement inside a shocking electric whirlwind damages enemies and throws them into the air. Also allows movement past security features like spotlights and lasers		
FURY ATTACKS				
Fire	Fire Fury	Causes massive damage plus environmental effects		
Ice	Ice Fury	Causes massive damage plus environmental effects		
Earth	Earth Fury	Causes massive damage plus environmental effects		
Electricity	Electricity Fury	Causes massive damage plus environmental effects		





Tip

Knocking foes into the air and toasting them with fire breath gives Spyro more gems than performing mega attack combos.

Note

When being attacked by large groups of enemies, use secondary breath attacks.

Tip

Some enemies are more vulnerable to certain elements, so experiment with your available breath weapons to figure out which one does more damage.

Farry Attacks

Each of the four elements that Spyro commands has a fury attack. These are superpowered attacks that are charged up by collecting purple fury gems from either the envi-



ronment or from fallen enemies (as shards) during combat. When Spyro's Fury gauge is full, you can unleash a fury attack from your currently available elemental powers. Just remember that after the Fury gauge is empty, you must start collecting gems before using this power attack again. Use it wisely!



Primary Attack Upgrading

Collecting blue spirit gems allows Spyro to learn new and more powerful breath attacks in each of the elemental forms. To see how much spirit you've collected, check your Pause menu, in the Level Up



menu. If you've collected enough, you can select "Level Up" to activate the next power upgrade to that specific elemental attack form, whether it's fire, ice, earth, or electricity. Blue gems act almost like money, so you're essentially collecting money to buy new attack levels.

Note

Collect blue spirit gems like other gems: from environmental crystals found throughout the lands or by picking up the shards given off from defeated enemies.

The colored bars on the Level Up screen represent Spyro's current breath weapon level (either I, 2, or 3). The size of the central orb in its container shows how much spirit energy he has to upgrade his abilities; when the orb is full size, you can upgrade an elemental power.

It doesn't take long before you're upgrading each elemental attack form; upgrade each one to its first upgrade level as soon as possible, as that is the easiest upgrade step (so you're getting more bang for your buck). The second and third upgrade steps take a bit longer to reach.





Primary Breath Weapon Upgrade Summary

Element	Level	Skill Name	Description
Fire	1	Blazing Fire Blast	Burn the bad guys with a fuller, hotter breath that won't fizzle out.
Fire	2	Erupting Fire Blast	Magical dragon whelps burst forth from the flames to seek out your enemies and roast them.
Fire	3	Berylsythe's Fire Blast of Infernal Rain	Stoke the ancient flames within Spyro to unleash this raging firestorm.
Ice	1	Piercing Polar Bomb	An icy cloud will remain after the explosion to freeze any survivors.
lce	2	Splintering Polar Bomb	Splintering shards will ricochet into your foes, dealing extra damage.
Ice	3	Fayveer's Cryogenic Polar Bomb	Frosted boulders crack open to spill forth a frenzied blizzard of ice and cloud.
Earth	1	Whipping Earth Flail	With this chain extension, you can strike at your enemies from a safer distance.
Earth	2	Cracking Earth Flail	A larger ball and longer chain will belt the bad guys with a big hit.
Earth	3	Thraklor's Obliterating Earth Flail	This ultimate wrecking ball will clobber your enemies with the full force of Thraklor's might.
Electricity	/ 1	Pulsing Electric Orb	Up the voltage of your electric orbs to send forth a nasty jolt.
Electricity	, 2	Radiating Electric Orb	Supercharge your electric orbs to fry your foes in a bigger blast.
Electricity	, 3	Zygoren's Thundering Electric Orb	Thunder and lightning explode at your command in this show of power.





CHARACTERS

Spyro

The legend continues with the defeat of the Dark Master and Cynder's return to the dragon temple. As the Night of Eternal Darkness approaches—spearheaded by Gaul the Ape King—Spyro is haunted by dark visions.

Spyro, along with some familiar faces and some new allies, struggles to awaken the dormant elemental

powers that only a purple dragon can harness, all while discovering the secret location of the Well of Souls to prevent Gaul's terrifying

plans from becoming reality.

Sparx

Sparx is Spyro's adopted brother, as Spyro was raised by a family of dragonflies. They grew up together in the swamp and share a strong unspoken bond.

Sparx is a valuable companion throughout the world's many dark locations. He always provides light where he flies and points the way through the shadows when Spyro has a hard time seeing where he's going.



The Calling St.

Cynder

Previously the servant of the Dark Master.

Cynder was

rescued by Spyro and lived for a time at the Dragon Temple. Soon into the story, Cynder wonders about her place

at the temple and decides to make a go of it on her own,

go of it on her own, maybe for everyone's best interests.



Ignitus

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Ignitus is the guardian dragon of fire and leader of the dragons. When the temple

is attacked, Ignitus divides the

Council of Dragons up to complete various tasks and

knows Spyro must go solo and play his part. Previously Spyro's mentor, Ignitus now takes a backseat role as another legendary presence takes over to shape our hero's future.



The Chronicler



The Chronicler is a wizened and all-knowing dragon scholar, ancient beyond measure. He is a sage, a custodian of dragon history and lore, bound to his

home in the Celestial Caves. He starts as only a whisper in Spyro's dreams, and over the course of the adventure, he grows into an allencompassing presence, guiding Spyro directly toward his destiny.

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Skabb





The pirate's connection to Gaul is an uneasy one. At times the two imposing forces clash head-on, with Spyro and Sparx caught directly in the middle. Skabb takes Spyro and Sparx captive, and in order to continue their quest to stop Gaul, the two must battle their way to freedom against the impressive pirate fleet.

Gaulthe Ape King

Gaul the Ape King has risen to power with the fall of the Dark Master but is intent on resurrecting him by using the Well of Souls deep within the Mountain Fortress. Spyro must prevent the onset

of a new era of darkness, but between him and his objectives are the Ape King and his massive armies.



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THE LEGEND OF SPYRO? THE ETERNAL NIGHT STORY WALKTHROUGH

The Temple

FIRE DREAM STARTS

QUILL #2

SLEEPING QUARTERS

QUILL #1

ENTRY HALL

The Temple

22





Some Night, Huh?



Sparx wakes up Spyro to tell him that Cynder is gone! She snuck off into the night, and because it's dangerous for anyone to be outside the temple at night, you and Sparx must look for her. Follow Sparx into the temple and through the sleeping chambers to find Cynder.



Quill #1 is in the temple's entrance hall, on the ground floor.

Repeatedly headbutt this cracked wooden door to break through it.





Quill #2 is on a ledge in the temple stairway. Jump and glide across from the stairs to the root sticking out from the left wall (if you're facing the quill). Don't land on the mushroom trees.





At the top of the stairs, jump and glide across to the toad weed on the far ledge.

Tail-whip the toad weed so he jumps into the air. Jump up after him and do a tail-whip combo, then finish with a headbutt to send the toad weed crashing into the



blocked passage ahead. This opens it up.





Cynder Leaves the Temple



Cynder can't accept her responsibility; she doesn't feel she belongs at the temple and must leave. Despite Spyro's protesting, Cynder runs off into the night. Sparx thinks it's high time you all got some sleep. Will we see Cynder again?

Fire Dream

Just after Cynder runs off, Spyro falls asleep and awakens in a strange world. A calm voice reassures him that he's in no danger. But what is this odd world?

In this tutorial, you learn about



Dragon Time—Spyro's ability to manipulate time. Run ahead and time your jump so that you reach the rotating platform's top; then jump across the second gap to the far ledge.

Caution

Don't fall off the ledges here or you'll have to start over again.



After the voice tells you what to do, note the rotating platforms across the gap ahead. Practice with your new power, Dragon Time (DT), to slow the platforms and jump across to the first



one. Turn off DT and let the blue gauge refill; then reactivate it and jump to the second platform.

From one of the last platforms, spot the seesawlike pillar ahead. This jump is a bit trickier. Note how the pillar's ends go up and down; time your jump and turn on DT to reach the pillar's close end.



Then climb to the middle so that you don't slide off an end. When your blue gauge is full, turn on DT again, and run down the pillar's length, heading toward the far ledge. Jump-glide across the gap.

Just past the seesaw pillar is another high ledge that's perched above a larger platform below. Jump-glide to the lower platform, where the comforting warmth of magical flames awaits you.





The Chine Park

The mysterious voice sounds again, prompting Spyro to embrace the fires he was meant to control. It reawakens the dragon's fire and begins your next lesson.







Follow the floating platforms and test out Spyro's new abilities. Jump across the gaps between the floating platforms until you reach the large platform ahead. There you find four stone statues that come to life, one after another. A simple burst of flames is enough to toast each of these baddies. Continue across the gaps and use Comet Dash on the second group of statues. Remember, this is a special fire attack and does better damage than basic attacks.



Use Spyro's fire breath to light the three giant torches; this allows you to pass through the flaming gate.

At the last floating platform is a teleportation pad. Walk onto it; you're quickly transported to a different platform where you learn about the different types of gems in the game.







Smash all three gems to replenish any missing health, magic, or spirit; then follow the floating platforms leading up through the ether like a set of stairs. At the top is another teleportation pad that sends you to a new large platform and a short tutorial about fury gems.

Enemies spawn from the numerous platforms until you destroy enough of them to fill your purple Fury gauge. Execute a powerful fury attack when the gauge is full and destroy all enemies. This allows you to go up the newly appeared platform stairway leading to a large altar.

Double-jump and glide up the series of platforms until you reach the top. There you find a large pool, and the voice addresses Spyro again. You have done well, but he warns that the enemy is near!







the owner of the voice that addresses Spyro, has just helped Spyro make the first step toward realizing his full potential.

SEALED DOORWAY

THREE TORCHES

MAGIC RELIC #1

Back in C the Temple WEAK FLOOR

enter under ground

SEALED DOOR ENTRANCE DOORWAY

QUILL #3

SLIDE STATUES

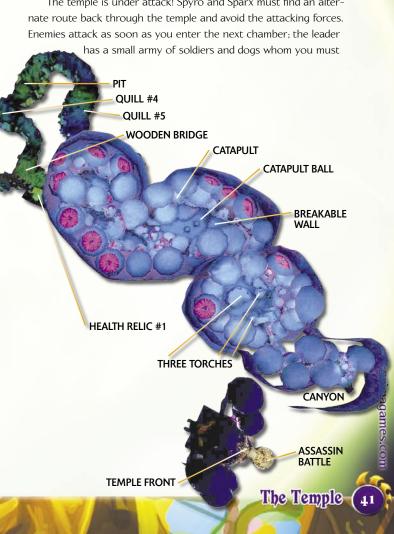
AWAKEN FROM FIRE DREAM

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The temple is under attack! Spyro and Sparx must find an alter-Enemies attack as soon as you enter the next chamber; the leader







defeat before getting a crack at him directly. Tail-whips, headbutts, and fire breath work well against the leader's minions, but when facing the leader himself, use fire breath to make quick work of him.

Tip

During the fight with the leader, look for the red gems and the blue gems to rejuvenate Spyro's health and increase his spirit.



After the battle with the leader, find the two statues and move them with Spyro's head. Just walk into the statues to push them onto the lit platforms on the ground. After you put each statue onto



its locking platform, part of the upper door's unlocking mechanism is activated. Using the statue in front of the chamber where you came in, jump up and glide onto the large, upper, central platform.

There is no statue to push on the central platform; just walk or fly Spyro onto the platform to activate the third unlocking mechanism, and open the large door ahead.

After you leave the





switch, the door soon closes. Use Dragon Time to dash through the door before it slams shut again.





There are several unlit torches nearby—use fire breath to light both of them and open up the large locked doorway.

Don't worry about the soldiers who appear and try to attack. The floor gives out under their weight, and they fall into a pit below; you get to collect their essences free of charge. The enemy



leader in this area attacks with only a few lesser-powered cohorts.







There is a green gem nearby to replenish your magic, so don't be too concerned about running out of fire breath: time to turn up the temperature!

There is another unlit torch in the chamber where you fight the leader. Light it with fire breath and proceed through the now-open door. Follow the long dark hall until you see spiders eating three



soldiers outside. Then meet your first spider in battle! If you get caught in its web, wiggle the D-pad or control stick until you're free. The spider doesn't like flames, so use fire breath when its health is low to quickly reduce it, then finish it off with a quick tail-whip.

Quill #3 is well hidden on a dark ledge almost directly across from the large archway you just came through to enter this spiderinfested area. Looking into the area from the entrance, spot the tall vertical cement pillar on the



left ledge. Use the small ledge and the root behind the pillar to



get on top of it. From there, jump to the root on the right wall, then jump-glide to the top of another vertical pillar on the opposite wall. A group of insects is buzzing around a dark ledge; that's where you must go. Jump onto the ledge and push Spyro's nose into the corner to collect the hidden quill.

Continue
through the temple
to a large open
chamber whose
ground floor
contains a large
multitiered waterfall
and a pool of water.
Use fire breath to
light the two unlit



torches: a third torch is on the waterfall's third level.

Tip

If you run out of fire breath, there is a green gem on the waterfall's third level.

A snail-riding goon leader appears from the open door below. Glide down to ground level and attack. The snail can retreat into its shell, making it impervious to damage; if this happens, wait until



it comes back out. To quickly defeat this character, jump and attack the goon rider rather than the snail. Execute a jumping three-hit tail-whip combo, then land and repeat until the creature's health is gone. Finish it off with a more powerful charging or headbutt attack.







Continue down the dark halls, lighting torches as you go.



Use the nearby gems to help defeat the bombthrowing leader.

After lighting a few torches in the hall, you reach a dead-end chamber

containing a green gem. Light the torch here, and look for the small alcove on the room's side that's barred by thick vines. Jump and headbutt the vines to break through them and access the torch inside. Light this torch to open the sealed door nearby, releasing two dogs. Beat down the bad dogs and proceed into the hall they emerged from. Collect the spirit crystal ahead before going farther into the temple.

Be careful as you move down the next hallway. A soldier ahead throws bombs that freeze you in place. Avoid him at all costs. In addition, the hall's floors are very fragile and give out if you spend too much time in one spot, dropping Spyro into the bottomless pit. Use Dragon Time to slow time and fly across the fragile floors to the bomb-throwing soldier. As you reach the other side, two other goons attack, and it's an all-out battle!



Your first relic is located underneath the collapsed floor section. After you eliminate the bad guys, go back almost to the side you came from, across the sections of collapsed floors, then look below. The relic is on a small ledge,



so be careful when you jump-glide down to it. After you collect the relic, use the rock ledges along the wall to get back out.

There is a hidden alcove nearby containing a blue spirit gem—look for the vines covering the alcove's entrance.

In the next corridor is another vine-blocked passage:



jump up and headbutt it to smash the vines. There is a hidden alcove nearby containing a blue spirit gem; use it to replenish your Dragon Time if necessary before continuing forward.



Soon you come to a large open chamber, and a goon commander appears with two dogs at his sides. The dogs attack first: practice booting them into the air and





performing combos on them. It always helps to distract enemies by breathing fire on them first; then while they kick and scream, you can attack freely.

Deal with the dogs first, then attack the commander. There are three torches in this chamber you must light: the first is on the ground floor, the second is on a raised platform, and the third is high above. To reach the third torch, you must climb on the second torch, then glide to a barren pillar nearby. Next, jump and glide to the tall platform that holds the third torch.

Tip

There is a red gem and a green gem in this chamber; save them for when you're fighting the commander. If you need a rest during the fight, jump and glide to the top of the third torch's platform. Rest there until you're ready to start fighting again. The commander can't reach you up there.

Caution

Watch out for the commander's hammer-smash attack, which sends out a green circular wave of energy along the ground. If you see it coming toward you, quickly jump into the air: if you land inside the ring as it expands outward, you're safe and can continue your attacks.





When the far door opens, you can use it to keep some distance between yourself and the commander (and his two dogs if they're still around). Look for the red and blue gems in this chamber



to replenish your health and magic during the fight.

Tip

After you destroy the commander's dogs, you can face him head-on. Get in close and time your jumps to avoid his hammer-smash attack. When you're in the air, do a tail-whip combo and land in time to jump again and repeat the process as he attempts his next attack.

The next corridor past the commander fight is riddled with open, bottomless pits. Jump and glide from each small side platform to the next, but watch for loose stones on their edges that might



give way. Most of the platforms' inner portions are stable enough to stand on.



TION CAMPORAL CAMPORACA CAM

At the corridor's end is a strange opening in the floor where the stone has been ripped up. It's been weakened by the attacks, and you can break through the weak spot of dirt exposed underneath



the stone. Jump into the opening and do a tail-whip attack to break through the weakened floor. Spyro then drops into what looks like a bottomless pit, but he lands safely deep below in a dark tunnel.

Down below, you meet two spiders. Remember, if you're caught in their webs, wiggle the analog stick left and right to break free. Defeat the first two and several more arrive to join the fun!

With the spiders eliminated, keep going down the tunnel; soon the shadows give way to a large, open, lit cavern. Prepare for battle immediately; three toad weeds down below are waiting to ambush you!









A well-timed fury attack makes quick work of these three toad weeds.

The toad weeds don't stand a chance against a Fire Fury attack. After toasting them, you can collect your first health relic, which is the red dragon head found throughout the story. Approach the ledge on the wooden bridge's near side and look below to see the rotating relic on a small ledge far below the one you're on.



Congratulations, you've collected your first health relic.

To get out of the pit where you collect the health relic, you must jump and glide from root to root while they're extended toward the pit's center. When you reach the top root, quickly turn







around and jump back toward the pit's edge to reach the level under the wooden bridge. Collect the blue gem before moving on. Beware, though—there's a spider right above you on the bridge's other side.

Now you're making some progress!

Climb into the tunnel the spider came from. Climb a few ledges to enter a high hall lined with massive stone pillars.



Quill #4 is located high above your head in this chamber.

In this chamber's main part are five vertical stone pillars. You must double-jump and glide between them one at a time to reach the top of the tallest pillar. This is where the quill is hidden. It's invisible, so check the



Pause menu to make sure you got it; you should hear a chime to confirm its collection!



If you don't need them, save the red and green gems from the pillarlined hall until after the next fight.





In the middle of the next large cavern is a pit lined with thorns—don't fall into the pit or you'll take damage. On the pit's other side is a spider that has a long-range web attack; wait

for it to fire at you, then jump out of the way. You must continually avoid its shots to successfully get across the narrow platform. Reach the platform's end and use Dragon Time to slow the spider's attack. Jump the gap to get close to your enemy to defeat it.

In the chamber on the thorn pit's other side awaits a snail rider and three toad weeds. Try to combo several of the toads in the air simultaneously to eliminate as many at once as possible.

When you reach another large open chamber, spot the soldier dancing on the small middle platform above a sea of thorns. He's careless and falls off the platform: that's one less soldier to worry



about! Jump and glide across the gap to the middle platform, collect the red and green gems nearby, and climb up the rock ledges above.







Quill #5 is tucked behind a rock ledge but is relatively out in the open.



Jump from rock ledge to rock ledge to reach the door at the top.

As the cavern narrows into a tight passage, a soldier up the slope from Spyro rolls an explosive bomb down the hill. Hit Dragon Time immediately to dodge the incoming bomb and get to safety.



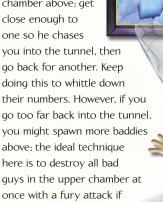
After avoiding the blast, quickly get close to the soldier and finish him off.

At the passage's top is a cliff top, with a long drop below. Carefully peer over the edge to spot the three unlit torches. Glide down below and light all three, then cautiously head back up to the cliff's far side. A soldier and a few dogs charge to attack as you climb into



their area, but if you're crafty on the cliff's side, you can headbutt them (or aerial horn-dive) right off the cliff: just stick around long enough to collect the gems afterward.

Use the green gem to recharge your fire breath. Then use hit-and-run tactics against the soldiers and the commander in the chamber above; get close enough to one so he chases





Caution

you're fully charged.

You must defeat the entire first wave of enemies, including the commander before the second wave appears from the mouth of the large skull above you. When the second wave is beaten, a third wave (including a few spiders) breaks through the sealed passage above.





After that
massive battle
through three waves
of enemies, climb up
through the previously sealed passage
that the third wave
broke through. In the
next area are more
spiders attacking



soldiers; it's not clear who is on whose side here. Sparx flies ahead and hovers above an extended root along the left wall. Jump and glide across the large gap, stopping briefly only to take off again from the exposed root that allows access to the far side. There are a few spiders on the middle platform, but a red and blue gem gives you a boost to help win the upcoming fight.

Tip

To make this fight easier, don't stop for long on the middle platform and try to fight from there. Instead, get onto the



middle platform, then use Dragon Time to help dodge the long-range attacks of the spider on the area's far end. Jump from the root on the right wall and execute a well-timed jump to the left-side root, then to the far ledge. As you land, quickly destroy the spider there to lock down this room's end and return to the middle to deal with any foes you left hanging. This tactic eliminates the long-ranged danger the spider posed and allows you to clean up the mess without constant bombardment.





When you find the snail rider waiting in the open chamber near the catapult, immediately eliminate him; then look in the chamber's rear for a ball covered in vines. Tail-whip the vines

off the ball and start rolling it toward the catapult. Several toad weeds interrupt you, so you must deal with them before continuing on. When the coast is clear, keep pushing the ball up the platform to the catapult. After placing the ball, back up and charge the catapult, ramming it with Spyro's head or using fire breath to launch the ball and destroy the blockage in the passage ahead.

As you move through the dark canyon, it's very quiet. Collect the gems as you proceed and prepare for another battle.



At the canyon's end, the area opens up into a large cavern where a few soldiers and a commander await Spyro. Jump off the ledge and glide to the left to a low platform; from here,



head around the left side to the top central platform where most





of your enemies wait. Be aggressive here and quickly get up top to the middle to avoid the continual onslaught of the bomb-tossing soldier—if you distract him in hand-to-hand combat, he won't throw any more bombs.

Light the three nearby torches to open the huge locked door. Each torch controls a section of the door's lock.



Caution

Glide over the last gap below to the large door once it's unlocked; don't just jump—the thorns below are very prickly!

The door beyond leads into a darker canyon. When you reach the long gap with thorns below, wait for Sparx to light up the area ahead. Along the left wall is a root to land on; this helps you cross to the far side.



Tip

Use the red and green gems in the dark canyon to prepare for the next big fight!





Ignitus!

When Spyro exits the dark canyon, a fiery drama unfolds. Ignitus is defending the temple from hordes of soldiers, but he can't keep it



up forever. Spyro goes down to help and is attacked by some of the soldiers on the lower platform just as parts of the temple collapse and appear to trap Ignitus. Defeat the soldiers on the lower platform, but when you do, an assassin attacks!

Boss Battle!

An assassin attacks from the back of a Dreadwing!

Use Spyro's long-range fireballs to attack and defeat the assassin from a distance. The assassin attacks in volleys of three. Dodge these and respond with your own fireballs. To get in some





free attacks, lob them over the side of the wall even when the assassin has retreated from view!





Note

Your fire breath automatically recharges during this boss fight.

Caution

It doesn't take many hits from the assassin to beat Spyro; use Dragon Time effectively to dodge the incoming attacks and send out fireballs of your own.

With the assassin's defeat, the temple is safe for now. The council of dragons meets to discuss their strategy, sending their powerful resources to the far corners of the world.



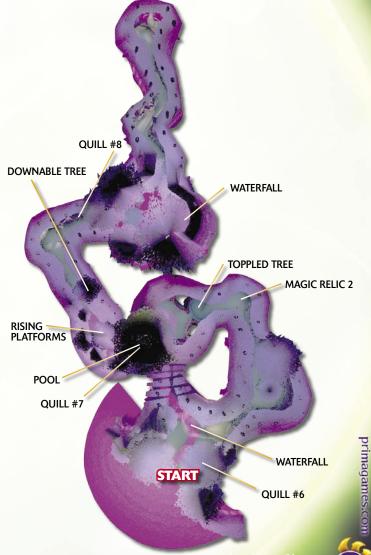
Spyro is given the difficult task of investigating the Ancient Grove and to try to make sense of his dreams.



WHO IS THE GHRONIGUER???



Walkingugh Ancient Grove I





Looking for Answers



After the meeting of the dragon council, Spyro is sent to investigate the Ancient Grove. Hopefully he'll learn something more about this enigmatic dragon known as the Chronicler, who is the very voice from Spyro's dreams!

Caution

Grove mites are poisonous and very small. Sometimes they're hard to notice and even attach themselves to Spyro. If this happens, wiggle the analog stick and breathe fire on it to rid yourself of the nuisances.

Break the vines that have overgrown the blue spirit gem to collect its precious essence.



At the waterfall, wait for the giant mushroom to float halfway down the falls; use it to jump to the small branch above, then up to the next level. If you need more time to double-jump to the



branch, use Dragon Time to slow the mushroom.

When you're on the top ledge, use the mushroom caps to jump or just fly across the river to the far bank. In the next clearing is nothing but a few grove mites, but before leaving, turn



around and face the river below. Quill #6 is located on the last branch along the forest's left side.

Jump across the gaps between the branches and collect your prize. As you press on, the forest ahead collapses and blocks your passage. You must defeat two waves of dogs; they clear the path as they break through.







Continue to the next clearing, where more dogs attack. There is a red gem protected by vines; break through them to harness its healing magic during this fight. Watch for the grove mites that fly down the far path; they seem to be endless, but after you beat the dogs, use the mites as an excellent source of gems with which to recover until they stop coming and you can continue on your way.

Tip

As you pass underneath the large fallen log, look ahead and waaayyy up! Magic relic #2 is high above the clearing.

Magic relic #2 is above the clearing. Doublejump and glide up the branches, then make one final big doublejump and glide to the green dragon head.

Look for the large tree at the path's end. Attack it to make it crash down and break a way through the thicket. Before leaving, turn around and look toward the magic relic. Two tree branches lead up toward the first branch,





aim Spyro toward the second branch on the right side, and doublejump. When you're at the maximum height, glide to the second

From the downed log, jump into the next clearing. Look for the two roots that form a doorway: a horde of grove mites swarm out of it. If you're fast enough, get there before they emerge



and let loose with fire. Get inside their little cave and destroy the hives so no more mites are created.



Locate the pulsating pod in the middle of the small bubbling pool. Jump up and headbutt the pod to break it open, revealing quill #7 for your collection.

Explore the grove mite cave to emerge on the edge of a cliff overlooking a bubbling poisonous pool. There are several platforms lowering and rising from the pool that you must use to



cross the gap. Note the platforms' movement pattern and time your first leap from the cliff as the first platform rises from the pool.

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When you're on the first platform, activate Dragon Time and jump from the second to third platforms, then to the static platform on the far side; here you find a red gem.

From the static platform, you can use Dragon Time and glide straight to the second rising platform in the second section (now going toward the green gem). Then you only have to time one jump, as your DT might wear off.

Near the green gem, look down the dark path to spot a greenmoss tossing bombs at you. Take care of it, then return to about halfway down the path. Look for the breakable tree trunk on the narrow



side ledge. Tail-whip it until it falls over the path, giving you a way to climb above the path to collect quill #8. Now spot the long series of branches that line the path's left side all the way around the clearing. Quill #8 is just around the corner past the clearing—it's a long series of jumping and gliding to get it.



Quill #8 is high on a branch above the bomb-thrower.



The next area introduces a new enemy: battlefish. They roam the poisonous swamp water below, throwing envenomed darts at Spyro. Avoid the darts and jump to

the platforms in the opening, destroying the grove mite hives (and their residents) as you go.





Collect the blue spirit gem from the tall platform above the pool. Jump from branch to branch along the right wall to get up there, then continue to the ledge on the waterfall's far side.

On the far ledge, some dogs and a bomb-throwing greenmoss soon crash your party. The path through the forest is blocked here until you beat the current wave of bad guys. When the path opens, you proceed right into the waiting paws of more dogs and another greenmoss.

Just around the corner, Spyro and Sparx stumble upon some unlikely foesbut before anything else can happen, Spyro falls asleep again.







Ice Dream



Spyro awakens in a freezing cold haze. He quickly jumps across a gap to find a mystical portal like the one from the previous dream. Spyro addresses the Chronicler, who answers promptly: now you must learn to harness the power of ice. Use Dragon Time to slow the quickly rotating platform ahead. Once across the gap, four statues attack, but your new Polar Bomb power easily reduces them to ice cubes.

The seesaw pillar is just like the one you've seen before. Stay in the middle to avoid sliding off the ends.





After learning
Spyro's new Ice TailWhip move to eliminate the statues,
several seesaws
appear, allowing
passage to an
upper platform. Use
Dragon Time to run

the seesaw's length, making one end rise; then use the high end to jump to the platform above.

Use Polar Bombs to freeze solid platforms from the water and allow you to cross. Create two platforms to double-jump across on the left side; before jumping to the far ledge, create one last platform to the right.



Use Dragon Time to carefully teeter on the seesaw and raise one side, allowing you to jump to the next one and onto the nearby ledge.
Defeat the enemies here until your Fury gauge is full; then



unleash an Ice Fury attack to clear the area.

Jump up the steps leading to the final platform. There you enter the altar and speak with the Chronicler to learn a bit more about the looming danger ahead.



The Ape King cometh...

...and he's bringing friends!





CANNON SHIP

CANNON

Grove Underground

SMALL BOAT

SIVIALE DOA

upper level

FORTRESS

QUILL #9

DARK GULLEY

WATERFALL

GLIDE DOWN

CLIFFSIDE CAVE BATTLE

CANNONBALL BLASTS THROUGH BARRICADE

AWAKEN FROM ICE DREAM

ISLANDS

PRIMA official gar





Spyro wakes up from his icy dream and calls out for Sparx, who is nowhere to be seen. Soon the little dragonfly appears with pirates in tow! You don't get much rest before the battle begins again. Defeat the rushing pirates and look at your surroundings. You're at the far end of a series of islands that ring a massive cliffside waterfall. You must travel to the water's far side. There is only one collectible to grab, and it's on the islands' far side.









Right above the ledge where Spyro awakens from the ice dream, use the small dead branch over the nearby water to jump up several ledges and find two blue spirit gems.

Spyro must make his way along the water using Polar Bombs and eliminating the battlefish as he goes. It's a series of steps between islands and sections of water, but soon you come to



the other side. Before continuing into the dark gulley, collect quill #9 overhead.

Quill #9 is on the fourth floating vertical branch. When your weight is on them, these branches dip into the liquid they're suspended in. Use Dragon Time to slow them down, keeping



them stable long enough to jump across the gaps up to the tallest branch. Collect the quill.

Aside from a few grove mite hives, the dark gulley ahead contains only a few dogs that threaten Spyro. Use the red and green gems here to rejuvenate before heading into the next big fight, which is right around the corner!



The pirates' makeshift fortress is almost impregnable. But before crashing their party, take care of the rushing pirates around the pools and their cronies. Watch out for the pirates positioned atop



the fortress; they throw bombs down at you. They're pretty much untouchable from ground level, so you'll get to them in a minute.









After you eliminate the several waves of ground forces, Sparx flies over a fuse line that's hidden behind some crates on the fortress's right side. Jump over the small bubbling

pool between the crates (toward the blue spirit gem hidden around back). A small boatload of pirates arrives to try and thwart your plans. After you defeat them, find the narrow gap between the two stacks of crates—there's the fuse, waiting for some fire to brighten things up! Put your nose right into the crack and use fire breath on the fuse line. It ignites and slowly winds around to a powder keg, which blows open the fortress's front.

Run inside the fortress to find another small boat approaching the nearby cliff. Explore around the ledge to find the boat and battle off the attackers, then jump into the small



boat, which moves a short distance along the ledge. Jump out of the boat. In the back of the fortress is a small crate to jump up on. Jump and glide across the crates at the fortress's front to the far side, above where the blue gem was, then up to the high crates, destroying the bombthrowing pirates as you go.





Double-jump and glide from the closest and tallest crate stacks to the pirate ship's middle deck.





Jump up and tail-whip the dispenser to get a cannonball.



With Spyro's snout, push the cannonball around to the cannon's front, where it automatically loads; then go behind the cannon and breathe

fire on the fuse to fire it. The cannonball crashes through a barricade at the clearing's other side.



TION OUT CAME AND

Explore the newly opened but very shadowy path. Ahead are two flaming woodpiles. Extinguish the flames with your ice breath, then tailwhip them to smithereens to reach the next area.

A cliffside battle with Skurvywing occurs here: use ranged fire attacks to defeat this flying foe. When your enemy tries to duck out of sight, lob low shots off the edge to hit it.







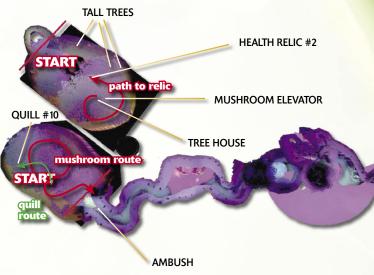
Collect the two spirit gems from the area around where you landed at the lower level; then retreat to higher ground. As long as you're on the higher ground, the area's residents can't

attack you. Jump down and face the first enemy, then eliminate the three battlefish in the glowing pool. There are red and green gems on the pool's far side to help during this battle.

After you clear the area, continue through the dark path beyond to find another overgrown pool area; get rid of any opposition you find here and proceed through the narrow tunnel exit to reach the treetop grove.

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Ancient Grove II





The tight tunnel leads you into a treetop paradise; well, maybe not paradise, but it's pretty amazing. Spyro and Sparx are on a high platform between two waterfalls with nothing but open air, treetops, and...jellyfish?! Use the jellyfish as platforms to jump across the mind-bendingly high gaps between trees.





Caution

The jellyfish don't like having anyone on their backs and some will try to shock you off if you stay in place on them for too long. Only the glowing jellyfish will shock you.

Jump across the drooping branches to the back of the first jellyfish. From there you can see health relic #2. You can't reach the relic from here, but farther behind it are the branches you must



use when you backtrack to collect it from farther into this area. Jump across the next jellyfish to the ledge on the tree house's side.



Before going inside the tree house, you must collect the health relic. From the tree house balcony, find the branches that lead up behind the house to a distant two jellyfish. From

the jellyfish, continue from branch to branch across some wide gaps to the relic. If you have problems making the long glides between branches, try jumping a bit later from each branch even if you think you're going too close to the edge. After you collect the relic, backtrack to the tree house.



Go inside the tree house, where you must fight a difficult battle against many greenhorns. Use combinations of fire and ice attacks to bring these foes to their leafy

knees. When the last of them is nothing but mulch, the mushroom elevator descends and takes you up to a bright doorway leading higher into the treetops.

Tip

Follow Sparx as he flies through this area; he indicates the right way to go.

From this balcony, look at the route indicated by the jellyfish. The second jellyfish from the balcony moves back and forth between number I and number 3, so you must use Dragon



Time to successfully navigate that section. Remember that the glowing jellyfish are shockers, and if they go off with you on their backs, you'll likely fall.





Quill #10 is a hard series of jumps far above the entrance.

When you reach the fork in the mushroom trail, the main branch continues toward the



area exit, and a difficult branch doubles back over the top of your starting position from the mushroom elevator. This series of hard jumps starts almost immediately after the first set of rotating jellyfish where there are two jellyfish up and to the right. Double jump and glide up to the tallest rising and falling jellyfish (the first in the two on your way to the quill); it's a hard jump, but you can do it easier when it's at a low point in its travels. From there, the second rotating jellyfish rotates off time with the one you're on. It may take many rotations, but eventually the rotating jellyfish will be close to the rising and falling one, and you can make the jump.



Finally, the ledge at the treetops' far side provides some solid ground to stand on, but a small horde of enemies ambushes you. Headbutt or charge your enemies off the cliff

for an easy kill; after clearing the ledge, continue into the shadows of the narrow dark path ahead. In the path's darkness, you will encounter several troops of bad guys: mostly dogs but a few greenhorns as well.



Quill #11 is right above the pathway and easy to reach. Just tail-whip the tree on the ledge across from the quill, climb up, and jump to the branch with the quill.



Soon you arrive at a shipwreck. The poor boat is broken almost in half in the small lake.

Use Polar Bombs from the cliff above to create a few ice platforms to glide down onto. Double-jump from the ice platforms onto the floating crates.



Ancient Grove III (







Quill #12 is hidden inside a box on the ship's bow. Before you collect it, you must eliminate the pirate who is guarding this wreck. Tail-whip the crate and collect the prize inside.





Quill #13 is hidden behind the shipwreck. Use Polar Bombs to make platforms around the boat, and collect the quill from atop the branch sticking vertically out of the water.

Follow the dark, overgrown path and you see some pirates running from something. Look for the tiny cave they came from to see what they were running from.



It's just a treeor is it?!



Boss Battle!

Watch out for Arborick's powerful strikes! Use Dragon Time to dodge to the side as he tries to hit you.

You must attack each of Arborick's six body parts (head, chest, both hands, and both feet) three times to catch him completely on fire. The more of his body parts





that are red at the same time, the more susceptible to damage he is! But he can heal, too, so do as much damage between his healing spins as possible to prevent him from reaching a full health bar again.



When you diminish Arborick's health to almost nothing, Spyro jumps across to the pool's other side and Arborick follows! You don't need to attack specific body parts in this phase of the

battle. When the hulking tree monster climbs onto the ledge with Spyro, start shooting fire at his feet and lower body while dodging back and forth. His health will fall much faster during this round, and he doesn't heal at this point. Turn up the heat and turn him into a campfire!



Tion to Use Canada

Oddly enough, Skabb the Pirate's talking bird seems to be the one in charge here!

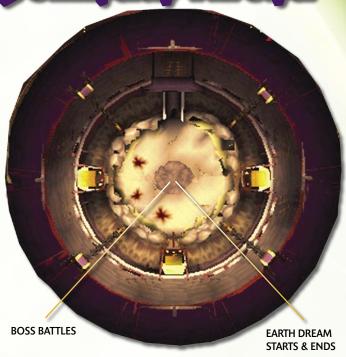


Spyro and Sparx are taken prisoner by pirates!



IF ARBORICK WASN'TT
THE CHRONICLERY
WHAT WAS THAT
TREE ALL ABOUT?!

Fellmuth Arena



[Pight for Your [Preedom)]



Unknown to the outside world, the pirates have taken Spyro and Sparx to an arena. Spyro's friend Mole-Yair apparently works for the





pirates in the galleys and is unable to help you at this point. Spyro is quickly taken to the arena for his first fight!

Boss Battle!

Don't get too close to the arena's edges or the cannons fire at Spyro!

Attack the skorpions until they rear back on their hind legs. When they're in that position, you can headbutt (pop-up attack) them into the air. When a skor-





pion is in the air, use Dragon Time to keep it up and juggle it with combos to do massive damage. When it finally comes back down, you might need to tail-whip it or headbutt it again to finish it off.

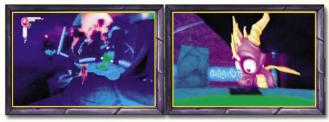






Nap time already?

Earth Dream



Once again, Spyro awakens in a dream. This time, the Chronicler reintroduces Spyro to his latent earth powers. Glide Spyro onto the green glowing altar to start things. When his powers awaken, proceed through the green gate toward your objective.

The Earth Flail is a fantastic new power. The flail acts like a whip while activated. At the first set of enemies, keep the whip going (it follows the analog stick's movements). Use it to easily destroy your foes here.



On your way to the next platform, there is a quickly rotating rock step: use Dragon Time to slow it down long enough to use it as a jumping step to the next level.







The new Earth
Pound attack is a
fantastic way to
easily pop enemies
into the air for
follow-up air combination attacks!





Use the Earth Flail to destroy the rocks here and free the energy that powers the portal and allows you to pass through.

Here's a chance to show off the new Earth Fury attack. Collect purple fury gems by defeating enemies until your Fury gauge is full; then unleash Earth Fury's full force on your foes to activate



the final set of steps to the last platform in the Earth Dream.

The Chronicler's justifications for sending Spyro on this path are getting more and more ambiguous with each visit.



For some unknown reason, the forces of darkness are being beckoned toward this fortress.



THE NIGHT OF ETERNAL DARKNESS APPROAGHES... SEEK OUT THE GEVES CHRONICLER IN THE GEVESTIAL CAVES







The Arena





Spyro wakes up in his cell, after the third "meeting" with the Chronicler in his dreams. Sparx and Skabb's bird soon join him and exchange some quick banter before the little dragon is thrust back into combat in the arena!

Boss Battle!

Ravage Rider is a powerful crossbreed between a giant shark and a battleship!

Ravage Rider often circles the outside of the arena. Attack with ranged fire and cannon attacks, but if you're in the arena's middle, it will come through the center after you!

Ravage Rider has a hidden flamethrower alongside its hull. When it starts firing these off, back away and focus on attacking with long-ranged techniques like Earth Flail.







This giant "shark" has several Health bars: note that each are different colors. You must defeat it several times in order to win this fight. But as you'll quickly find out, Ravage Rider



doesn't like being attacked with fire at all: its wooden hull is weak against Spyro's fire breath!

Don't get caught by Ravage Rider when it steamrolls through the arena's center: it will flatten you like a pancake!



After you deplete all of Ravage Rider's Health bars, finish it off with something spectacular!





What's next?!



The Chine Style Ch

The pirates hatch a terrible plan!



Boss Battle!





The pirates bring in their big guns, the Executioner! The armored giant is ready for combat and laughs mockingly when he sees the tiny purple dragon before him: if he only knew!

Earth Flail is an excellent weapon against the Executioner. It does both tremendous damage and keeps it at a distance.





The Executioner blocks with his shield and limits how much damage is done to him during that time.



As the Executioner's health gets lower and lower, his attacks start getting more complicated. Watch out for his strong gauntlet punching attack.





The pirates have a final surprise: an all-out battle with their other dragon champion... Cynder?!

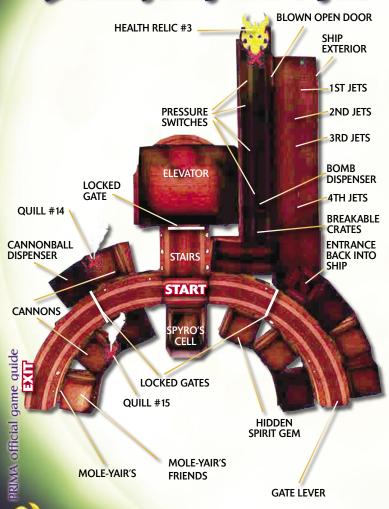


The arena is attacked just in time to prevent a fight with Cynder!





Escape from Fellmuth Arena!



Immediately upon leaving the main arena, you're attacked by pirates in the halls. The place is on fire and is coming down around your horned head. You must find a way out fast! There are several



waves of pirates to defeat before finding your way through this section of the arena.

Tip

Use Earth Flail to smash open the hidden spirit gem in the room next to the starting position.



Smash through the crates blocking the passage.



Find the pressure switch on the floor; standing on it lowers the spikes ahead. But first, spot the lever on the wall next to the switch. Tail-whip the lever so it goes down,



THOM TO USE OF THE PARTY.

then quickly jump on the pressure switch to lower the spikes. A large rolling bomb comes out of the nearby dispenser tube and rolls down the floor toward the first set of spikes. The trick here is to get the rolling bomb to this corridor's far end by following along beside it and hitting each pressure switch just before the bomb reaches the spikes each switch controls. The key is using Dragon Time to do this, but if your timing is excellent, you can do without (just let off the switch as soon as the rolling bomb crosses the lowered spikes and reaches the next switch fast).

Health relic #3 is your reward for getting the rolling bomb to this corridor's far end.





Now you must repeat this rolling-bomb process, but this time you must stop the bomb at the last set of spikes. Confirm the location by spotting the boarded-up

passage on the right side (if you're facing the corridor's end where you got the health relic). When the last set of spikes stops the bomb, it blows open the passageway, allowing Spyro to continue on his escape route.

Now that you're outside the ship, things get a bit more complicated. Directly ahead are two flaming jets, one stacked on top of the other. Watch the pattern in which they burn; below is the



list of burn times for each jet section:

- **First jet set:** Three medium bursts, then long off time
- Second jet set: Eight short bursts, then medium off time (might have to jump on seventh burst to time it just right)
- Third jet set: One medium burst, then two quick short bursts, then medium off time (jump during first of the short bursts)
- Fourth jet set: This is a complicated burn pattern between four continuous flaming jet streams.

When you're past the flaming jets, break open the nearby door to gain access back into the ship interior.









Tail-whip the lever at the corridor's end to open all the gates.

Fight your way back to the other end of the main hallway, past the small groups of pirates. There you meet Mole-Yair again, and he won't leave until his friends are free too! You must come back for him.



Leave via the nearby door and look at the world—you're riding in a sky-high fleet of pirate ships!

On the outside of the ship, jump between the cannons onto the narrow beams, across to the elevator on the other side.





The elevator automatically takes you to the upper deck: be ready to dodge some bombs!

Tip

You can tail-whip bombs back at the person (or in this case, pirate) throwing them!



Eliminate any pirate threats as soon as you reach the upper deck; then worry about the flaming jets.

There is a movable cart in front of each flaming jet. Get behind the cart and push it straight into the jet, all the way to the wall. When the jet stops flaming, move on to the next one. After



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you extinguish all the jets this way, the furnace at the deck's end explodes and releases all the doors on the lower deck. After Mole-Yair and his friends leave the ship, you can continue on and collect some items.



Defeat the ghost pirate guarding the cannonball dispenser, then use it to get cannonballs for the two nearby cannons and collect the two quills.



Quill #14 is hidden behind a crate and a metal barricade. It takes two shots with the cannon in this room to uncover it.

Quill #15 is behind a metal barricade that you must blow up with the cannon in this room. Get another cannonball from the dispenser, place it in the cannon, and light the fuse with your fire



breath to fire the cannon and collect your reward.





Note

These two quills can only be collected once the steam pipe puzzle outside the ship is completed.



After you collect the two quills here, go back to the main stairway; the gate is now open. Inside the circular room is a central pole with a lever on it. Tailwhip the lever and activate Dragon

Time as soon as the elevator cage above drops down close to the ground floor. Jump up the elevator in slowed time, and ride it to the walkway level above.

Look at the far end of the walkway you're on; there is a spirit gem tucked into the corner. Collect it, then go back to where the elevator came up. On the wall is another lever; it controls the gate at

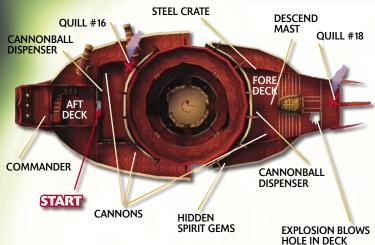


this walkway's other end. Whip the lever and activate Dragon Time while you run the walkway's length and through the gate in time.

When you reach the outer deck, a group of pirates advances to attack, but Spyro makes quick work of them with a spinning Earth Flail. After clearing out the opposition here, it's very important to note there are two cannons on the main deck and they must be fired in the correct order.









Use the lever by the door to operate the large gears; this powers the cannonball dispenser and drops one ball.



Roll the ball into the cannon facing the barricaded quill. Fire the cannon to destroy the barricade and collect quill #16.



light it; it destroys the top crate in the stack.

Use the small single crate next to the gears as a step up. Double-jump and glide from there to the top of the tall crate stack on the gate's other side. From there, jump across to the narrow



plank suspending a jar. Use the plank to jump to the upper deck.

Caution

There are two automatic fire cannons on the upper deck that you must quickly destroy: you don't want to get hit by their powerful shots.







A horde of pirates on this deck need to be taught a lesson. Their commander has a unique skill: he throws small totems that grant his troops extra strength. When these totems appear on the deck, destroy



them and take away any unfair advantage the pirate troops are trying to use against you. Harness all your powers against these pirate scum and get up to the top deck.

Tip

There is a green gem hidden behind a crate on the upper deck that you can use to regain magic.



PRIMA official game guide



deck. You don't want to fall from this height, so be very careful to stay on the platform.

Pirates jump down from ropes above to attack in these confined spaces. Do anything possible to push them off the platform. Charging attacks work all right but are slightly risky because you may run off the edge as well. If you have lots of magic, use pop-up attacks to send these Jolly Rogers on their way-down, that is!

A quickly spinning Earth Flail is enough to easily send these pirates into the ocean!



Escape from Fellmuth Arena (105





When you're done throwing pirates off the crow's nest, collect quill #17 from the end of the mast bar.





Another cage lift soon arrives; hop in and it takes you to the mast's top. Defeat the pirates in the top crow's nest, then hop back in the cage and descend to midmast.



Find the narrow netting that links the fore and aft masts. Follow it to the ship's bow and you find another cage that "descends" back down to the main deck.



Collect the spirit gems that are hidden in the corner of the main deck behind some crates.



Whip the cannonball dispenser and roll the cannonball into the cannon on the main deck. Breathe fire on the cannon to light the fuse. and it blasts the boat flying on the

ship's port side. That smaller ship crash-lands onto the main deck and blows open the steel crate, releasing two skorpions!

Use an Earth Fury attack to quickly defeat the skorpions!

When you get onto the top deck, immediately take out the two fire cannons! Then focus on the smaller of the pirate horde, killing only enough to max out



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your Fury gauge. Let the rest of the pirates surround you just long enough to execute another Earth Fury attack, which should take care of the rest of them.

During the attack, something behind the steering wheel on the top deck shatters, revealing quill #18.



While clearing the upper deck's opposition, dreadwings attack the pirate ship! Large bombs fall from the sky, damaging the ship even more. Jump into the hold to find the pirates' trea-



sure! Spyro and Sparx look for the map they need to find their next objective, but before they can make their escape with it, Skabb the Pirate crashes the party!



There's the map!



Boss Battle!

Skabb thinks Spyro is nothing but a purple menace; but it's time to put this bird back in its cage!

Dodge Skabb's attacks until he gets his extendable hook hand stuck in the floorboards. Then you have several seconds to attack him freely while he tries to wiggle his hook free.



After Skabb's first Health bar is gone, he trades his sword for a multibarreled pistol. Now there is more of a ranged threat that you must dodge, but that's what Dragon Time is for! Watch out, though: sometimes



Skabb's pistol misfires and instead of rapidly shooting one shot after another, it fires about eight shots at once in a chaotic pattern. You'll know which firing mode he's currently in by watching his demeanor: he acts frustrated with his weapon and bangs it against his head when it misfires!

The Earth Flail is a great way to interrupt Skabb from firing his pistol. Keep quickly rotating the flair to hit him multiple times and stall him repeatedly as he tries to fire his gun.









Just when you think he's beaten, Skabb makes a break for it out the captain's window!



What's gotten into Sparx?!

YERGONNA GOAFTERHIM RIGHTZI

The Pirate Fleet



Skabb the Pirate flies out of the arena ship captain's window, and Spyro and Sparx are hot on his tails! Skabb is heading to the front of the Pirate Fleet, and you must work your way up, from flying vessel to flying vessel and confront him again. You start this level on Ship I (refer to the fleet map).

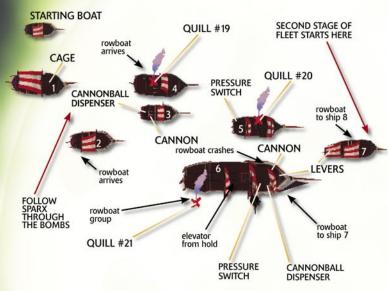
Dragon Overboardi

Spyro starts out in a small rowboat flying above the main fleet. Double-jump and glide down to Ship I. There you fight off a few pirates, but it's pretty quiet on the first ship. Note the armadillo in a cage;



you can't do anything about it right now.





The dreadwings flying between Ships I and 2 are carrying bombs. You must avoid these on your flight to the second ship. Don't fly in a straight line; it helps to zigzag across the sky toward Ship 2



and land near the gangplank in the middle of the deck.

rowboat

to transfer



QUILL #23

Use Polar Bombs to extinguish the flames on Ship 2, and battle the pirate commander on the upper deck.

SKABB BATTLE

After clearing off Ship 2, jump in the small rowboat that pulls up on the starboard side to take you out to another rowboat.







Hop in this second rowboat, which takes you to the mid-deck of Ship 3.



Ship 3 has only a few pirates on it; after you throw them overboard, locate the cannonball dispenser on the top deck.
Tail-whip it to get a cannonball, then push the ball to the mid-deck and into



the cannon. Breathe fire on the cannon to light the fuse, and the cannon blows open the hull of Ship 4, right next door!

Tip

Collect the red and green gems from the decks of Ship 3 before leaving!



Double-jump and glide from Ship 3's main deck across the gap and into the hole in Ship 4's hull. Inside, a throng of bouncing pirates attacks you. There is a red gem



tucked into the corner of this small area, and quill #18 is hidden inside the treasure chest.

Tip

Quill #18 is hidden in the treasure chest on Ship 4's lower deck: collect it before you leave!

Jump to the main deck, and a pirate commander on the top deck tosses totems down at you. Soon a bunch of his pirate cronies burst forth from the galley and attack. Use the red gem at the ship's



bow to replenish your health during this fight. Use Earth Flail to blow these cronies right off the boat, then face the commander.

Use the crates and large barrel as steps to reach the top deck and face the pirate commander.





Ton Olse Counce And

Jump into the rowboat that arrives on the port side after you clear off Ship 4.





This rowboat takes you to the mid-deck of Ship 5. As soon as you land, another rowboat arrives opposite you and drops off a group of attacking pirates. Activate Dragon Time and

use Earth attacks to knock enemies off the boat. Keep their bombs away from Spyro by knocking them back toward the attackers.



After you end the pirate threat, clear off the top deck of debris with Earth Flail and find the pressure switch. Step on it to open the grate in the mid-deck floor.



After hitting the pressure switch, fly down into Ship 5's hull to find the large treasure chest containing quill #19. Also collect the red gem down here before leaving.

The release switch to open the mid-deck grate is built into the tops of the crates. Just climb to the top crate and the grate should open, allowing you to fly and climb out of the hold.



Collect the spirit gem from Ship 5's bow before leaving!



A rowboat shows up on Ship 5's starboard side: take it down to Ship 6. Your rowboat dodges some cannon fire and crashes into Ship 6's lower hull.





Inside, eliminate the scurrying pirates. Collect a cannonball from the dispenser and fire it from the cannon into the crate against the wall. Repeat this again to break through the wall itself.

Tip

Save your fury attacks for the next battle with the skorpions!

After unblocking the door with the cannon, find the pressure switch in the room's corner. Hit the switch, activate Dragon Time, and get through the door before the gate comes back down.

Prepare for battle! You must contend with two skorpions, a pirate ghost, and flaming jets around the hold. The pirate ghost is a pushover compared to the skorpions; deal with them in





their specific ways, but if your Fury gauge is full, unleash its power on these two pests to make this fight so much easier!

After dealing with the skorpions, jump to the crates' top and into the elevator that just came down from the hole in the ceiling.

From the elevator out of the hold, you can see a fire cannon and a skorpion on the main deck below. Prepare your best offense as the opposition masses and grows



to include more pirates—bomb-throwing ones at that. Eliminate all the peon pirates first; when the last one on the main deck is gone, a few of the pirate commander's goons rush to attack, breaking the barricade separating Spyro from the pirate commander at the deck's rear. Now you can defeat all the pirates. Afterward, it's just you and the skorpion, which is now quite vulnerable to a fury attack.

Tip

There is a green gem hidden inside the treasure chest on the Ship 6's upper deck.

The Chine Par

After clearing
Ship 6 of all threats,
collect quill #20 from
the last rowboat in
the group, off the
ship's starboard side.





After relieving the commander of duty, find and activate the lever at the boat's bow. This signals for a rowboat to come to the ship's front starboard side.



To reach the rowboat, you must jump and glide from beam to beam on the hull's starboard exterior. Use Dragon Time to help you be more precise with your jumps.







The rowboats strike back!

From the rowboat that left Ship 6, glide down to Ship 7's main deck, where Spyro gets a terrible surprise! Zigzag back and forth during your glide down to avoid the dropping bombs from overhead, then prepare to face Skurvywing!

Boss Battle!

Skurvywing attacks from the skies off Ship 7's port side.

Even if you can't see Skurvywing, rapidly lob fireballs over the edge to knock it easily out of the sky.









The fire from Skurvywing's attacks set the mast on fire. It promptly explodes and opens a path into a new area of the deck. Climb up between the crates to find a red gem and a lever on the back



wall. Whip the lever to activate it; it brings in another rowboat off the port side. Hop in and off you go to Ship 8.



All aboard!

There is a handful of pirate-peon resistance on board Ship 8; use Earth Flail to easily knock them off. On the upper deck's rear is a cannon and a cannonball dispenser. Fire the cannon at Ship 9;



this blows all the crates apart that were blocking access to Ship 9's starboard side.



The rowboat between Ships 8 and 9 goes up and down. You shouldn't need Dragon Time to make the hop, skip, and jump over to Ship 9.

Ship 9's main deck is sparsely populated by pirates. Take care of the few there and assess the levers on board: there are three on the main deck, one at the ship's rear, one on the central platform that the mast is on, and another at the ship's bow.







The central lever opens the hold hatch. Hit the switch and jump into the now-open hold. Before you get too far towards the ghostpirate in the next room. several pirates jump

down and attack from above. Their indiscriminant bomb-throwing destroys sections of the weak wooden floor in the hold. When sections of the floor open up, be careful not to fall through or Spyro drifts off into the sky and you must start again.





Tip

An extended Earth Flail strike is enough to knock a distant pirate off a plank and into the many holes created in the floor by their bombs.

The treasure piles are the only safe places to stand during this fight while the floor breaks apart. Stand on one of them and use ranged breath attacks against the pirates who come close. Do



this until the locked door between Spyro and the ghostpirate opens.



Dispatch
the ghostpirate protecting
the treasure here,
then collect the
bounty: two spirit
gems, magic relic
#3 (hidden in a
treasure chest),
and a green
gem. Destroying
the ghostpirate also





Now you can escape, but the floor here is almost completely destroyed by fire and bombs. Use Dragon Time to make precise jumps from beam to beam, then jump up the

crates to the rope netting. There are two more crates stacked on the netting that allow you to jump out, back to the main deck.

Quill #21 is hidden beneath the breakable boards in the main deck's middle. You can use several Farth Power shots to break the wood and get access into the small hold, or you can use any attack



that goes straight downward (i.e., diving attacks).

The rowboat to Ship 10 leaves from the port side of the middeck.]





The Chine May

The treasure ship is empty, aside from all the spar-kling goodies! Collect all the red and green gems, plus Quill #22 from the large treasure chest amidst the piles of treasure on the upper deck.

When you're stocked up and ready to go, hop in the rowboat that appeared off the starboard mid-deck and get over to Ship IO! When the rowboat reaches the sky near the next





rowboat, make your transfer.



Watch carefully for the rowboat to come to rest far above Ship II's crow's nest platform. Far below is Skabb the Pirate, but apparently he's upgraded his firepower and can

shoot cannonballs all the way up here. Jump-glide down to meet him snout to[ELLIPSIS]beaks?!

Boss Battle!

This is it! It's time to bust out all your tricks to defeat Skabb the Pirate. He has more tricks up his sleeve, and he has some pirate peons to help him out.

When Skabb's pirates surround you, launch a full-blown fury attack to send them all flying!

When you lower his Health bar by I0 to 20 percent, Skabb unsheathes a new attack. Watch for him to raise a glowing cutlass into the air; as it crackles with energy, he jumps up and thrusts it into the



floorboards. This attack sends out radial energy waves that damage Spyro.

After his energy wave attack, Skabb is vulnerable while he tries to remove his stuck cutlass from the floorboards. It takes several seconds for him to do this; use this time wisely and even use Dragon time to lengthen your window of attack opportunities.

After his first cutlass attack fails, Skabb calls down several bombs. To avoid them, activate Dragon Time and hide









behind Skabb during the time the bombs fall.

Anything goes for the rest of this fight. Skabb will try another cutlass attack, but you only need to get him down to 25 percent



health to defeat him, then watch what happens!



The birds finally give up their roost!



And now for those birds!



Spyro and Sparx fly off into the sunset, until...

Electricit





This time Spyro falls asleep while he's flying, and falls down into the sea. It's very dark here. Spyro calls out for answers about Cynder, but the Chronicler only responds with a new power for you-Electricity.

The second stone platform spins toward you and the third spins sideways. To get across, activate Dragon time when the first platform is right side up; the second will turn right side up as vou're in the air.



Spyro's new Electricity power acts like a grenade; practice using it here to destroy the four statues.









On the second large platform, Spyro learns the Electric Whirlwind technique. This is another useful way to pop enemies up into the air and begin air combos.

Breathe electricity on the crystal ball switch to activate a nearby platform. Jump on the platform and double-jump to shoot the second crystal ball on the smaller platform that hovers nearby.



Repeat this process for the third crystal ball above, and Spyro creates steps leading to the next rock platform.

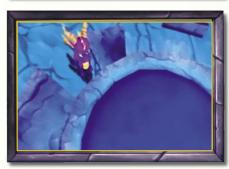
The two rocks on the right rotate at the same time and speed, and the rock on the left rotates after the right ones spin. Jump when the first rock on the right is right side up, then activate Dragon Time



and jump to it. Now wait for the second to turn right side up, jump to it, then wait for the third to turn, and so on.



Unleash the Electricity fury attack on the last group of statues and watch the sparks fly!



The Chronicler has gone silent. Spyro decides to look into the magical pool on his own just this once.



Gaul the Ape King has captured Cynder!



Gaul wants to sacrifice Cynder to the approaching Lord of Darkness!





The Celestia Caves DARK LOCK

DARK CAVE

LOCKED HUB DOOR

SEALED **DOORWAY**

MOVABLE STATUES

4 ALTERS

SEARCHLIGHTS IN TUNNEL

QUILL #26

QUILL #27

HIGH LEDGE JUMP

CLIFFTOP

QUILL #24

QUILL #25

ELEMENTAL TUNNEL





A giant sea turtle brings Spyro and Sparx to the Celestial Caves. After regaining his bearings, Spyro thinks this is where he is

supposed to find the Chronicler. The Celestial Caves are essentially a trial of all four elements: earth, electricity, fire, and ice. After fighting to the caves' end, you must face the four Elemental Kings.

To pass through the ice hall in the elemental tunnels, jump on the seesaw, raise the far side, and climb up to the far ledge. Then jump on the levitating column to travel across the gap in the room's



center to the second ledge higher up. From the high ledge, access the electricity hall.



Jump across the few levitating pedestals to the electricity hall's other side.
There is a ledge that leads into the fire hall (follow the red glow).





Before dropping off the ledge into the fire hall, look across the room to the far ledge. There is a spirit gem at this ledge's end. Follow the ledge you entered on, jump across the two pedestals, and climb



the far ledge to get the gem; then you can drop to the main floor and leave the tunnel.

Collecting quill #23 from the middle of this frozen pond brings the nearby statues to life: prepare for a fight! Destroying this group of statues lowers all the levitating columns high above



the pond, allowing you to climb to the upper levels.



Quill #24 is floating above the end of a seesaw column out above the celestial void. Spyro must get from the land-based seesaw, across two levitating columns, and out to the

levitating seesaw over the void. Jump onto the nearby land-based seesaw column by the frozen pond; from there you must raise the end of it (by standing at the opposite end) so you can double-jump and glide to the first of the levitating column tops.



lined up with your direction of travel. This makes an easier landing. You don't need to adjust the seesaw to collect the guill, but watch your landings; try to go straight up and straight back down. After grabbing the quill, adjust the seesaw so the far end points up and toward solid ground; then run up the end and double-jump back to the safety of land.

Leave the ground floor now; jump atop the land-based seesaw column and use it to reach the nearest levitating column platform above the frozen pond. Follow the series of column tops



in a semicircular pattern around to the high tunnel entrance.



Don't get caught by the searchlights. They hurt! Use Dragon Time to slow the lights' movement and sneak in between them when they're wide apart.







After the two statues come to life, Spyro meets his first fire elemental. Use charged ice attacks against this flaming foe to quickly defeat it.

Quill #25 floats above the purple weeds at the cliff's top. Double-jump right from the high mound of weeds to easily collect this quill. If you can't quite reach it, go back down the



passage and jump on the statue's raised shield; then travel from branch to branch up the passage's right wall to the quill.

After destroying the fire elemental guard, rush to a distant cliff-side ledge. Double-jump and glide from the ledge where you found quill #26, across the wide tunnel entrance far



below, and over to the ledge where the guards are waiting.





You might not make a safe landing on the guard's ledge, so land on the column seesaw just to the right and below their ledge, then jump up top.



Quill #26 is on a levitating column to the right and above the cliff. If you're standing at the cliff but looking toward the passage, there is a small rock ledge on the right, tucked into the shadows.

That ledge leads to two roots, which provide access to three levitating column tops leading to the quill.

Push the two movable statues onto the blue circles to unlock the sealed doorway ahead. This brings the nearby guard statues to life; they begin their attack just as a fire elemental breaks through the sealed doorway.







Tip

Stay one level below the fire elemental. Charge your Ice Shot ranged attack, then double-jump and shoot the elemental. It can't attack Spyro if he's on a different level, so you can destroy it without even getting a scratch!

Tip

If necessary, collect the red gem from this area before leaving.



In the dark cave, jump across the small ledges and collect both the red and green gems.

Uplocking the Hab





The hub's entrance is locked by a powerful mechanism. A mystical disembodied voice addresses Spyro and Sparx as they approach. A clue perhaps, so listen to what she says: ice, earth, electricity, and fire...

Spyro is attacked by strange, spiderlike creatures whose bodies are composed of crystal balls. Therein is the most important clue. The bodies of these creatures are what you'll eventually roll



into the four altars in front of the sealed hub doorway.

Spyro has a limited time to roll each crystal ball before it breaks. Destroy the spiders close to the ball altars so you don't have that far to run each time.

Each time you defeat an "orbspider," quickly push its crystal-ball body onto one of the four short altars in front of the sealed doorway. Each altar fits one crystal ball that can then be



charged with elemental energy. After placing all four crystal balls, face the sealed door and from left to right breathe elemental attacks on the orbs in the following order: ice, earth, electricity, and fire.



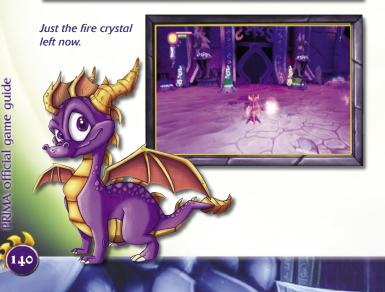


Note

Each time you breathe on an orb, it takes on the color of the element type: blue for ice, green for earth, yellow for electricity, and red for fire. You must activate the crystal balls in the right order (and they must stay activated) or you'll have to start the process over again. The large statues here emit searchlights from their eyes; if Spyro is caught by the searchlights, the charged orbs are reset to neutral colors and must be reactivated.

Caution

Use the ranged-attack version of an elemental type if available. This prevents Spyro from getting caught in the spontaneous bursts from the searchlights and resetting the crystals to their original colors.



After you light all four crystal balls correctly, the sealed door opens.



Follow the floating book through the dark passage into the hub.

Welcome to the Hab





Welcome to the hub. This is the central chamber where Spyro will access all four elemental caves: fire, ice, earth, and electricity. Each time he will face different challenges and enemies. Each elemental cave is a self-contained area; once completed, Spyro returns to the hub. You must complete all four elemental caves to progress; you can do them in any order. We'll cover them in the order Spyro completed his dream sequences: fire, ice, earth, and electricity.

The Celestial Caves









Spyro and Sparx head into the first of the elemental caves—fire. Because everything is fire-themed, even the monsters, Spyro can use only fire-based attacks.

Destroy the fireorb spiders and roll their crystal-ball bodies into the two altars. Breathe fire onto the two colorless orbs to shatter the pillar locks near the door, and presto, the sealed door swings open!



Halfway through the small cave, turn around and spot quill #27 floating near the back side of the rock column in the glowing pool's middle. Double-jump from bank to bank and collect the quill.





After collecting the quill from the cave, move toward the next chamber but stay on the upper ledge to assess the situation. Two fire golems guard the sealed, flaming door ahead.

They can't get at Spyro on this ledge, so take refuge here during the fight if necessary. Your only attack is fire breath during this battle, so you must be quick on your feet, er, claws.

The fire golems are made of molten rock, so don't touch them with physical attacks; instead, use Dragon Time to run circles around





them and breathe fire on one to kill it. Next, collect all its crystals to rejuvenate Spyro's power and go after the second. After destroying the second fire golem, the flaming door breaks wide open.

The Candle
Cavern involves
a series of jumps
across multiple
hovering platforms.
To activate them,
you must light their
associated candle
with fire breath.



Light the first

candle on the ledge to bring a floating book platform up from the depths. Hop on the book, and it descends down into the cavern near the second candle. Lighting each candle from this point on rotates several associated rock platforms or steps that you use to progress to the cavern's far side.



When the second candle is lit, you have about six seconds until the two rock platforms that the candle controls rotate back upside down! In that six seconds, you must get across the gaps to the third candle, light it, watch as its rock platforms spin, and get over to the static rock platform at the fourth candle.



The rock platform at the fourth candle doesn't move. Use this perch as a safe place to prepare for the next series of jumps. Again, after igniting the candle, you have about six

seconds of burn time to reach the fifth candle, light it, and jump to the static rock platform at the sixth candle above.

Lighting the sixth candle gives you about six to seven seconds of normal time to get all the way up the corkscrew set of rock platforms. Wait until your Dragon Time meter is fully

charged, and then get going!

After defeating the fire golem at the top ledge, look back across the tops of this cavern; there you see magic relic #4. It's an easy few jumps across the books to the relic; however, the books close, so



on your way back, activate Dragon Time to give yourself extra precision. The middle book might be closed, but there is still enough of a surface to land on, jump again, and glide back to the ledge without stopping on the first book.

The Celestial Caves







Follow the dark tunnel uphill to find two more fire golems and a fire elemental. Destroy these monsters from a distance with fire breath, and collect the red gem from behind them if needed before leaving.



In the next room, jump up and across the small pool to collect the blue spirit gem on the ledge. Now note the funny little crab speeding along the cave floor—this crab is actually a door switch. When it's close by, activate Dragon Time, double-jump into the air, and tail-slam the crab to make some platforms move in the next room ahead.

Only a double-jump tail-slam will activate the switch on the crab's back!



Now that the platform is moving, jump on, ride it up, and jump onto the red teleporter pad.





Boss Battle!

The Fire Spirit is the first of four elemental bosses Spyro must defeat to proceed through the Celestial Caves. Remember the Executioner? This boss has a similar fighting style with some impressive modifications.

The Fire Spirit uses its shield to protect against attacks, but the shield takes only so much damage before being destroyed. The Fire Spirit can repeatedly summon more shields, but it takes several seconds to do



this, giving Spyro an excellent window of attack opportunity.

The Fire Spirit's attacks are varied; watch out for straight pokes with its club, as well as swings, shield-arm punches, and overhead slams. Overhead slams are so powerful that its club gets stuck in the stone



floor, which is another perfect opportunity to get in some free attacks.

Collect the purple fury gem from ringside and unleash a Fire Fury attack on this colossal menace!









After the Fire Spirit's demise, the firebrand seal glows in the floor of the Elemental Arena. A lift descends from the ceiling to take you back to the hub.

Ice Caves



FLOATING BOOK

TELEPORTER

CRAB SWITCH

ALTERS

SEALED DOORWAY

BOOK STEPS TO LEDGE

BOOK FROM LAKE

CRYSTAL BALL SWITCH

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Turn around immediately upon entering the ice caves; there is a green gem ripe for the picking. Use it to ensure Spyro's breath powers are fully charged for this cool next step in the adventure.

Use Spyro's Polar Bombs to create floating ice platforms in the frigid waters. Keep repeating this until reaching the far ledge.



There is another green gem on the high ledge just before the door at this cave's far end. Fill Spyro's Breath gauge for the upcoming fight against the ice golems in the next room.









These three ice golems guard the force wall that prevents Spyro from going any deeper into the ice caves. Destroy them with distant ice shots!



After destroying the ice golems, an orb-spider drops from above. Eliminate this crawling fiend and push its crystal body into the nearby altar. Shoot the placed crystal ball with a

Polar Bomb to shatter the second lock on the force barrier, allowing access into the next chamber.

On the cliff above the lake, look down over the side and spot health relic #4 on the small ledge, near water level. Jump off the cliff and hover-glide to the platform below.





From the health-relic platform, use Polar Bombs to create ice platforms to jump to the lake's far side. There you find a floating book to take you to the upper levels. It should take only



three ice platforms (each about a double-jump distance apart) to reach the book.

The second crystal ball you must activate with a Polar Bomb is at the lake's bottom end, attached to the wall ahead. Shoot the orb with a Polar Bomb as you ride the book to the upper level.



If the orb-spider is too far away from the altar, you might have to lure it out. Get close enough to it that it spins to attack and follows Spyro a short distance. Repeat this until it's close



enough to the altar for you to place the crystal ball after you defeat the spider. Place the crystal ball and breathe on it to activate several floating book steps; jump up the books to the door above.





In the last chamber is another crab switch; this one likes to run back and forth between the room's two sections, so you may have to chase it down a while to corner it. Use Dragon Time and



double-jump and tail-slam the switch to activate the nearby teleporter. Hop onto the teleporter and off you go to see the Ice Spirit!

Boss Battle!

The Ice Spirit is quite similar to the Fire Spirit in both appearance and attack strategy. But Spyro has a big bonus during this fight, in that Polar Bombs slow the lumbering giant even more. This boss doesn't have any



ranged attacks, so you can back off and rest briefly as it tries to catch up to Spyro.

Use the nearby purple fury gem to charge up for an Ice Fury attack and put this boss on ice!



After defeating the Ice Spirit and the ice siail beams on the Elemental Arena floor, fill up on purple gems (this arena gem respawns about every 15 seconds) and hop on the central lift to return to the hub



Barth Caves





And now for the earth caves. Run into the green corridor to begin this part of the level. In this level, Spyro can use only earth attacks; however, by now, Earth Flail should be a favorite!

Stand on the glowing platform and use Earth Flail to spin around quickly and activate all four crystal-ball switches at once. This opens the sealed door ahead.







HIGH LEDGE

CRAB SWITCH CAVE

QUILL #31

QUILL #29



TILTED COLUMN QUILL #30



Quill #28 is on a root right above the starting location. Climb onto the short stone pillar on the ledge above the central glowing platform, then use the three roots

along the left wall (facing the room's center) to reach the quill.

From the high ledge, you can strike two of the earth golems with a far-reaching Earth Flail attack, but you'll likely have to jump down below to finish them off. Use Earth attack to pop the



golems into the air and start megacombos.





ROTATING ROCKS

LAKE

FAR BANK

ALTARS STAIRS UP

TELEPORTER



The slanted column leaning away from the high ledge looks too steep to climb; however, you can double-jump and land on the column long enough to

double-jump again and reach the narrow ledge high above. Follow the ledge across to the cave's far side.

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Quill #29 is a quick three jumps across the roots sticking out from the left wall.]

Tip

There is a green gem hidden behind a rock in this cave's back corner.

After destroying the earth golems, the sealed entrance to the crab-switch cave opens. Approach the two little crabs, and they scatter into the main cave. Chase them down and, as before, double-jump

and tail-slam them to open the second sealed passage (and exit from this cave).









Continue to the cave containing the four earth golems; whip out your flail and get to work! Destroying the golems triggers two force fields and the arrival of two orb-spiders. By now you know what to do with these spiders; one by one, roll their crystal-ball bodies into each of the altars and activate the balls with earth energy.

Move the statue with the raised shield onto the glowing blue disc. Then use the shield as a platform to jump from the roots surrounding the large tree, all the way to the other side and to



the small rock ledge above the altar, which holds quill #30.





On the narrow ledge near this cave's exit is a thin rock hiding a red gem. Jump onto the ledge and break the rock to access the gem.

The exit from this cave is a steep cliff over a large lake. Down below are two large rock platforms rotating at different speeds; there is a flaming fissure between them. You can ignore the second platform. Jump to the first rock platform when







it's right side up, activate Dragon Time, and double-jump and glide around the cliff's right side, all the way to the lake's far bank.

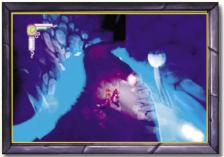
At the lake's far side, a powerful earth elemental and several earth soldiers attack from the door at the top of the stairs. Stay on the lower bank and use Earth Flail to knock the soldiers into the water; then



deal with the elemental one-on-one.

Tip

Use the earth pop-up attack to begin a megaair combo and make quick work of this green hulking monster!



Continue down the passage and jump onto the teleportation platform to fight the Earth Spirit!]





Boss Battle!

Nothing like an Earth Fury attack to start things off! There's a purple fury gem here just begging to be used.



The Earth Spirit takes the same form as its brethren, with similar attacks and behavior in battle.

Earth Flail does a lot of damage from head height (during a double-jump).







Now that the earth sigil is lit up in the Elemental Arena, it's back to the hub and off to find the last spirit.







Up, up, and away!

Blechnicity Caves

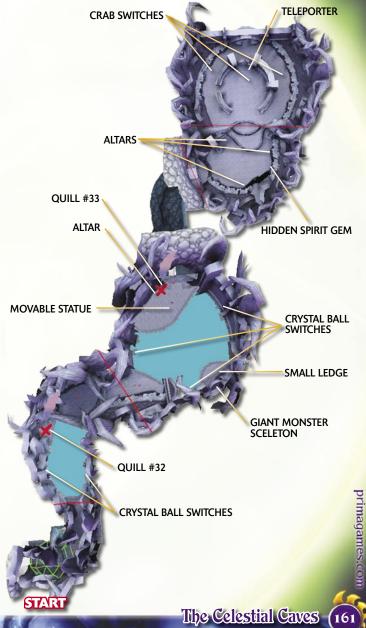


This is the last of the four elemental caves and another step closer toward finding Cynder and facing Gaul the Ape King! As with the other three elemental caves, Spyro's attacks are locked onto the current theme: electricity.

The activation of the two crystal-ball switches on the walls is timed. Shoot the crystal ball on the left wall with an electric orb to activate the first rising platform. Jump on as it rises from the pool,



then quickly activate the ball on the right wall and proceed to the cave's far side.









Quill #31 is hidden behind the rocks at the pool's far end. Jump on top of the rock barrier and down into the gap to collect the quill, then tail-whip the rocks to get out.

Electric Whirlwind makes quick work of these electric golems.



There are three crystal-ball switches around this cave's walls; the activation of each switch controls the rising of a platform from out of the pool. The first switch on the left gets you across



to the small ledge, and the two on either side of the small ledge get you to the far exit.



Push the statue onto the glowing altar and use it as a platform to jump up and collect quill #32.

Defeat the attacking electric golem to unlock the sealed doorway ahead.



Attack this weakened door to break through it.

In the large cave ahead, you encounter three altars protected by three electric golems. Defeat the golems and the orbspiders attack. As with previous caves, you must destroy the spiders and roll their crystal-ball bodies



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into the altars. When you activate all three altars this way, several floating books descend from above, allowing Spyro to jump to the upper ledge and leave the cave.



Before leaving this cave, collect the blue spirit gem that's hidden behind the breakable rock on the ledge.

Tail-slam all three crab switches to activate the teleporter. Then jump on the glowing teleporter to reach the Elemental Arena and challenge the level's last boss!





Boss Battle!

Finally, the last of the elemental spirits! This armored giant shares most characteristics of his brethren, so during this fight, focus on harnessing the full power of Spyro's Electricity!

Don't use physical attacks against the giant while he's got a shield. Destroy the shield first, then start megacombos to avoid taking damage from the shield's spikes.

Right when the spirit is nearly on top of Spyro, deliver one final Electric Furv attack, and the armored giant falls to its steely knees.









One last ride from the Elemental Arena.



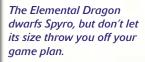




The altar in the hub's center now glows brightly.
Step into the light, young dragon...

Boss Battle!

Just when you thought it was over! Spyro has unleashed an Elemental Dragon! This massive beast possesses all four elements and harnesses every ounce of their respective powers.







Tip

Spyro can use all four of his elemental powers during this fight; he'll need all of them to defeat this foe!



Note

The Elemental Dragon changes color during this fight to match the four elemental colors.

Try hitting the Elemental Dragon with one of each type of fury attack: fire, ice, earth, and electricity. Remember the respawning fury gem on the platform's side!





What or WHO now?!



The Chronicler!!!

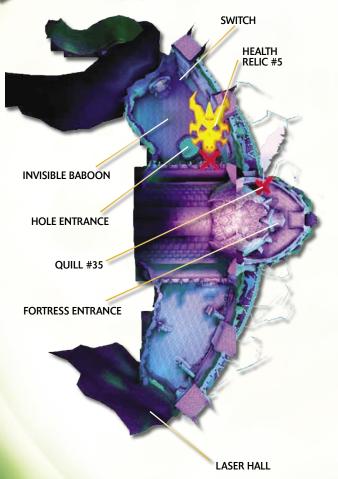


And now it's on to the next chapter in Spyro's book...





Mountain Fortress









The Chronicler sets the stage for Spyro's final test: facing Gaul at the Mountain Fortress. Despite thinking the young dragon should stay where it's safe, the ancient dragon knows he can't protect Spyro from the upcoming trial. The portal opens, and Spyro travels through space and time to reach the final stage.

QUILL #34









LONG GLIDE

STAR

SEASIDE CLIFF

The Beginning of the End

Spyro and Sparks arrive at a cliff high above a dark and eerie sea. Across a great void is the Mountain Fortress. the very place where the Well of Souls resides; the spirits of the dead are known



to haunt these halls, too, so this journey is not to be taken lightly....

Mountain Fortress (169



THE CHIEF CHIEF

Trust your instincts; take a running start and double-jump off the cliff's edge. The long glide takes you to the vertical platform in the middle of the dark gap between the cliff and the fortress.

For the second long glide over the sea, aim for the lowest ledge on the high rock formation ahead: it's far below the one you're currently on, to the right side of the rocks. From the





landing, jump up each slightly higher ledge as they ring around the central column.



To collect quill #34, locate the ledge with the thorn tree growing on it—it's the ledge down below with a smaller thorn tree. When you first climb the rock formation, you

surprise two baboons who run off; you can then see the right ledge around the cliff's back side. Use Earth Flail to destroy the tree, then jump across to the ledge. The quill appears when you land on the ledge.



Just before entering the fortress, collect quill #35 from the far right side of the doors. It's hidden in the shadows in the back, between the fortress and the stone wall.





Inside the fortress, walk toward the door at the courtyard's far side to trigger a battle with a small horde of baboons. After you eliminate them, the locked door ahead swings open.



Use Dragon Time to get past the laser in the hall and into the room on the right. You can also use Electric Whirlwind to get past the laser.







After those baboons!





Follow the baboons down into the hole in the floor.



Run through the dark tunnel and jump on the rock platform that rises from the glowing pool.



A giant baboon attacks Spyro-wait, it's a giant INVIS-IBLE baboon! Activate Dragon Time to see this overgrown monkey and use air combos to defeat it (you can't harm it with fire breath

or fury attacks). As long as Spyro is in the air, he can avoid the baboon's attacks.

After you defeat the giant baboon, a huge horde of smaller baboons and dogs attack. There are several waves of enemies to defeat, so collect all the crystals from each eliminated foe to keep your gauges filled. Finally, a door opens when you finish off the last of the opponents.

In the corner of the area in which vou found the invisible baboon is a gnarly old thorn tree. Destroy the tree to find the switch hidden behind it. Tail-slam the switch to push it down and open the sealed rock door at the area's opposite end.









Inside the door you just unsealed is health relic #5.

Collect the larger red and green gems from the tunnel's walls.





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When you reach the fenced platform above the water, turn around and face the wall. You must climb the ledges on the left side above the opening in the fence. Head up to

the cave entrance and follow the tunnel. A baboon starts rolling bombs down the tunnel; use Dragon Time to avoid them and eliminate the baboon and his bombs.



Wait until you're surrounded by baboons at the tunnel's top before using Earth Flail to destroy the horde of attacking baboons in the confined quarters.

When you reach this high cliff, you must glide down to the ledge containing the green gem.





Homo Came Am

When you reach the waterfall, note the pattern in which the rocks come down. Also, note the static rock platform higher up on the right side: that's the midway point in this series of jumps. Get



onto the floating rock platform at the base of the falls. Watch for a series of about five tightly packed rocks to float down the falls. Jump onto the lower right one first, then quickly activate Dragon Time and travel back and forth to each higher rock until you can jump to the static rock on the right side.



From the static rock platform, wait for two staggered rocks to form. They look just like steps and lead up to the far side of the falls; do this in three quick jumps.



Collect the red and green gems on the small ledge at the waterfall's top.





Quill #36 hovers precariously over the waterfall. Jump and glide from the highest ledge above the falls to collect it. You will have to climb back up the falls again.



When you reach the green river, activate Dragon Time just as some floating rocks form upstream. Double-jump and glide to the first one possible. Then quickly jump to the other floating rocks to get



onto the ledge holding two red gems.



In the shadows on the cliff wall above the red gems is a small rock ledge. Jump up this ledge and look carefully in the dark for the second ledge. Fire off some breath weapons for

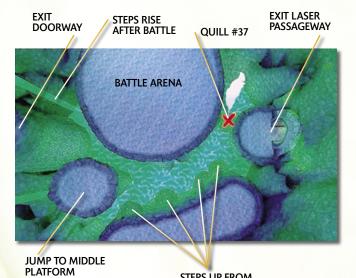
helpful lighting. After jumping up three ledges, you see a door on a ledge on the narrow canyon's opposite side.





Use Electric Whirlwind to get past the laser in the next passage.





STEPS UP FROM WATER LEVEL

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After leaving the laser passage, Spyro is on a small ledge in a massive cavern. Immediately look over the edge to find quill #37 directly below you on the small rock platform at water level.

Jump up and along the ledges on the cavern's left side (moving from the entrance). A long battle takes place on a large central platform: prepare yourself!







As soon as Spyro sets a claw down on the central platform, he's attacked by the first wave of a massive battle involving several different sets of enemies. Try linking together Dragon

Time, megacombos, and fury attacks to do the most damage to the most enemies in the least amount of time. When you finally defeat all the enemies on this platform, two rock steps rise and provide access to the doorway on the ledge above the battle platform.





Tip

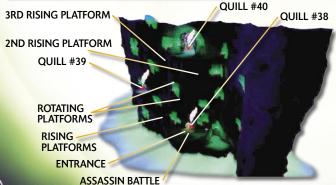
There is a red gem and a green gem on the battle platform. Save the red gem for as long as possible, but you can use the green gem over and over.

Exit the area via the newly accessible door above the battle platform.





Use Electric Whirlwind during Dragon Time to collect quill #38 from the laser passage.





Boss Battle!

The Assassin attacks from the back of a dreadwing. flying off to the side of Spyro's platform. It attacks in volleys of three fireballs. then retreats out of sight below the platform; unless



it hits Spyro with a fireball, it ducks down immediately after attacking.

Use the same strategy here as you did in battling previous winged bosses, lobbing ranged fireballs over the edge while the Assassin is out of sight; this is an easier shot than shooting a fireball while the creature is flying high above the platform's rock ledge.

After the Assassin battle, turn around and look at the cliff side. On the left is a break in the fence and a rising rock platform to jump to. Get onto the rising platform and jump to the next static platform at the top.







Collect quill #39 on the rock ledge atop the first rising rock platform.



After collecting the quill, look back across the cliff face to locate the two rotating rock platforms above. Get on the first rising platform, then activate Dragon Time to get on the quickly



rotating rock above. Stay on the first rotating rock until the second rising rock platform is low enough to jump to (it's a long jump, but you can get there by gliding).

The second rising platform takes you to the second of two rotating platforms and finally onto the third rising platform. This last levitating rock takes you to the high ledge and door leading into the cave at the cliff's top.



Collect your final quill, #40, by destroying the mining cart just inside the high cliff entrance.

Proceed through the short hall to the chamber with the greenish "pool." Approach the far door, which opens into a large chamber with many enemies rushing to attack: this horde comes



complete with an invisible baboon! Destroy all the attacking waves of baboons, baboon commanders, and dogs to open the sealed door on the far wall.

Use Dragon Time during this battle to see the massive invisible baboon!

Use Electric Whirlwind again to get past this laser passage and through the door at the far end (by the head that emits the laser).



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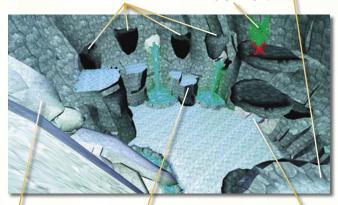


Jump from rock ledge to rock ledge to reach the high cavern's top.

EXIT TO GAUL

SHADOWY LEDGES

MAGIC RELIC #5



DRAGON STATUE

FIRST LEDGE

ENTRANCE

When you arrive in the giant chamber with the gargantuan dragon statue, locate the ledge between the two waterfalls. Stand on the slightly raised stone platform at



Jump to the higher ledge across the narrow waterfall.



From the ledge looking out onto the dragon statue, the path doubles back into the shadows along the wall behind you. Use an illuminating Polar Shot to find rock outcroppings. Follow these



around the cavern's wall to the door on the far side.

Caution

Look before you leap! It's very dark along the cavern wall; make sure you spot your next landing area before jumping.







Magic relic #5 is on the last rock ledge before this cavern's exit door.

Note

You're about to face Gaul the Ape King! Enter the door at the cavern's top when you're ready.

Into the Well of Souls we go!



Boss Battle!





Note

Spyro can't use his breath powers for the first phase of this battle. Rely on physical attacks instead.

In this fight's first phase (phases correspond with Gaul's three Life bars), Gaul attacks with variations of melee attacks. The most important thing to watch for is his jumping double



sword attack. Avoid him while he jumps, and count how many times he jumps. On his fifth jumping attack, his swords get stuck in the rocks and he's completely open for attack. Run up to him and activate Dragon Time to give him a good beating!

Repeat this process four or five times to enter this battle's second phase.

While Gaul's swords are stuck, use Spyro's Ice Tail to inflict extra cold damage.



Gaul can't believe what he's seeing!







Spyro is caught in the blast from the Well of Souls!



Enter Dark Spyro!



Tip

In the fight's second stage, you can collect green gems from around the ring platform's edge.

Spyro now has the Dark Breath ability for phase two of the battle. Gaul's attacks have changed too: He uses a tornado attack that can blow Spyro into the air; you must glide back down



to avoid being blown off the central platform. Gaul also uses a laser eye attack that has a powerful knockback effect; avoid this at all costs! Use Dragon Time as much as possible to avoid being knocked off the platform and out of the fight.



Caution

Don't stand too close to Gaul during the second phase of this battle: his one-two punch can do a lot of damage!

After you reduce Gaul's second Health bar to near empty, the ring explodes in fire. Watch for this, and you'll know he's almost ready to fall in the third round. In this final phase of the battle, Spyro can



use only his breath and fury attacks. Gaul just stands there, knowing he's beaten, and waits for Spyro to finish him off. Get up close and use a fury attack to end this once and for all.



But where's Spyro?







Dark Spyro emerges!



The mountain is caving in! Spyro, what are you doing?!

And what shall become of our heroes? Will they remain locked away inside the collapsing Mountain Fortress until the next era? We shall see, young dragon, we shall see.



APPENDIX

Collectible Item Breakdown by Level

Level Name	Quills	Magic Relics	Health Relics
Temple	5	1	1
Ancient Grove/ Grove Underground	8	1	1
Fellmuth Arena	5	0	1
Pirate Fleet	5	1	0
Celestial Caves	10	1	1
Mountain Fortress	7	1	1

Collectible Item Checklist

Item Name			
TEMPLE			
Enchanted Scriber's Quill #1			
Enchanted Scriber's Quill #2			
Enchanted Scriber's Quill #3			
Magic Relic #1			
Health Relic #1			
Enchanted Scriber's Quill #4			
Enchanted Scriber's Quill #5			
ANCIENT GROVE/GROVE UNDERGROUND			
Enchanted Scriber's Quill #6			
Magic Relic #2			
Enchanted Scriber's Quill #7			
Enchanted Scriber's Quill #8			
Enchanted Scriber's Quill #9 (only one in Grove Underground)			
Health Relic #2			
Enchanted Scriber's Quill #10			
Enchanted Scriber's Quill #11			
Enchanted Scriber's Quill #12			
Enchanted Scriber's Quill #13			







Item Name			
FELLMUTH ARENA			
Health Relic #3			
Enchanted Scriber's Quill #14			
Enchanted Scriber's Quill #15			
Enchanted Scriber's Quill #16			
Enchanted Scriber's Quill #17			
Enchanted Scriber's Quill #18			
PIRATE FLEET			
Enchanted Scriber's Quill #19			
Enchanted Scriber's Quill #20			
Enchanted Scriber's Quill #21			
Enchanted Scriber's Quill #22			
Magic Relic #3			
Enchanted Scriber's Quill #23			
CELESTIAL CAVES			
Enchanted Scriber's Quill #24			
Enchanted Scriber's Quill #25			
Enchanted Scriber's Quill #26			
Enchanted Scriber's Quill #27			
Enchanted Scriber's Quill #28			
Enchanted Scriber's Quill #29			
Enchanted Scriber's Quill #30			
Enchanted Scriber's Quill #31			
Enchanted Scriber's Quill #32			
Enchanted Scriber's Quill #33			
Health Relic #4			
Magic Relic #4			
MOUNTAIN FORTRESS			
Enchanted Scriber's Quill #34			
Enchanted Scriber's Quill #35			
Enchanted Scriber's Quill #36			
Enchanted Scriber's Quill #37			
Enchanted Scriber's Quill #38			
Enchanted Scriber's Quill #39			
Enchanted Scriber's Quill #40			
Health Relic #5			
Magic Relic #5			

